

40 Rock C

POPULAR

Computing

SPECIAL TAPE OFFER

35p 19-25 January 1984 Vol 3 No 3

This Week

Preview

Andy Pennell looks at the new QL micro from Sinclair. See page 14.

Programming

Roy Masefield examines Newton's third law of motion — the law that enables giant engineering structures to be built. Page 18.

Spectrum

Maurice Gavin explains the principles of navigation by the stars. See page 20.

New releases

This week's releases include *Jericho Road* from Shards Software, *Danger Ranger* from Microdeal and *Stellar Dodger* from Terminal Software. Page 64.

STAR

Draughts on Spectrum. See page 12.

GAME

Classified

Computer Swap
01-437 4343

Free readers entries to buy or sell a computer. Ring 01-437 4343 and give us the details.

AQUARIUS
SEE PAGE 59

VALHALLA

News Desk

Commodore chief resigns

JACK TRAMIEL, Commodore's founder and the driving force behind the company, has resigned as its president and chief executive.

Tramiel began his business



Former Commodore president Jack Tramiel

career by repairing typewriters in Canada and built Commodore up through the calculator boom of the seventies to its present position where the company holds 40 percent of the world market for low-cost microcomputers.

His decision to resign "for personal reasons" coincides with Commodore's announcement of a record trading year.

It has become the first microcomputer company to report sales of over \$1bn in a single calendar year. This figure — for the year to December 31, 1983 — is more than

Continued on page 5

Quantum leap is now official

SINCLAIR has now formally announced its new £399 QL computer (see *Popular Computing Weekly*, January 12).

First deliveries of the 128K Ram, twin QL microdrive machine, based on the 32-bit 68008 processor, are scheduled for the end of February.

Initially the QL will be sold by mail and orders will be accepted by Sinclair in Camberley from Friday, January 20, onwards.

Each order for the machine should be accompanied by a

further £7.95 to cover postage and packaging. Owners may also choose to pay an additional £35 to join QLUB, the QL User's Group, for a 12-month period.

Members of QLUB will receive a bi-monthly newsletter, and be able to get help with the four software packages from Psion, receive annual upgrades of the software free of charge and be offered peripherals for the QL before non-members.

Continued on page 5



Clive Sinclair (left) and Nigel Searle at the QL launch

Classified

Classified

Classified

GIVE YOUR BBC MICRO SOME STICK!

Joystick utility is a very clever program that will allow you to use joysticks with most programs on your BBC Micro Computer.

* Simple to use — just press the keys * Requires just one block of memory space * Relocatable in memory * Sensitivity of joysticks can be varied.

This is an invaluable program that will heighten your enjoyment of your Micro. It is very easy for the beginner to use, but also provides plenty of scope for the more experienced user.

JOYSTICK UTILITY — £5 INC. (DISC — COMPATIBLE)

CHEQUES TO:

Clares Micro Supplies

Dept. PCW, 222 Townfields Road, Winsford, Cheshire

Tel: (06065) 51374

SPECTRUM TRADE SECRETS. New booklet includes how to make programs unstoppable, unlistable, invisible. How to reveal such. With hints/tips and Microdrive supplement. £3. ZX-GUARANTEED, 29 Chadderton Drive, Unsworth, Bury, Lancs.

COMMODORE 64. Soccerclub Boss, be in charge of your own football team, player formation, league tables, injuries, etc, all for just £2.99 (also on 8K + Vic20 and 48K Spectrum). D. Spencer, 230 Lowgrange Avenue, Bellingham, Cleveland.

I'm An
URBAN UPSTART
Are You?
RICHARD SHEPHERD SOFTWARE

EDUCATIONAL SOFTWARE for Spectrum 48K, GCE, O/CSE Physics, six programs, £6.50 or both tapes, £12. Think Tank, Dept. PCW, 35 Wellington Road, Wimbledon Park, London SW19 8EQ.

Continued on page 5

BRITAIN'S BEST-SELLING MICRO WEEKLY

NOW AVAILABLE FROM W H SMITH



DEVILS OF THE DEEP

48 K Spectrum

£6.50.

Can you discover the fabled treasures of Atlantis, guarded by lethal crabs and menacing electric eels? Uncover the secrets of the Lost City as you wander among the timeless ancient columns. Explore the hundred deadly sectors of the treacherous seabed, each with its multitude of hidden dangers. 3-D graphics used as you've never seen before.

Full save routine.



Credit Card Hotline (06286) 63531

DEALER ENQUIRIES WELCOME — GENEROUS DISCOUNTS

Adventurous Programs always wanted. Please send sample — generous cash payments!

RICHARD SHEPHERD SOFTWARE

ELM HOUSE, 23-25 ELMSHOTT LANE, CIPPENHAM, SLOUGH, BERKS. TEL. (06286) 63531

The Team

Editor
Brendon Gore
News Editor
David Kelly
Software Editor
Graham Taylor
Production Editor
Lynne Constable
Editorial Secretary
Cleo Cherry
Advertisement Manager
David Lake
Assistant Advertisement Manager
Alastair Macintosh
Classified Executive
Diane Davis
Advertising Production
Lucinda Lee
Administration
Theresa Lacy
Managing Editor
Duncan Scot
Publishing Director
Jenny Ireland

Popular Computing Weekly,
12-13 Little Newport Street,
London WC2R 3LD
Telephone: 01-437 4343

Published by Sunshine Publications Ltd.
Typesetting, origination and printing by
Chesham Press, Chesham, Bucks
Distributed by S M Distribution
London SW9, 01-274 8611, Telex: 261643
© Sunshine Publications Ltd 1984



MEMBER OF THE AUDIT
BUREAU OF CIRCULATIONS
ISSN 0265-0509

How to submit articles

Articles which are submitted for publication should not be more than 3,000 words long. The articles, and any accompanying programs, should be original. It is breaking the law of copyright to copy programs out of other magazines and submit them here — so please do not be tempted.

All submissions should be typed and a double space should be left between each line. Please leave wide margins.

Programs should, whenever possible, be computer printed.

We cannot guarantee to return every submitted article or program, so please keep a copy. If you want to have your own program returned you must include a stamped, addressed envelope.

Accuracy

Popular Computing Weekly cannot accept any responsibility for any errors in programs we publish, although we will always try our best to make sure programs work.

This Week

News	5
Prism's new Topo	
Show report	6
CES show report	
Letters	9
Data base reviews wanted	
Star Game	12
Draughts on Spectrum	
Preview	14
Andy Pennell looks at Sinclair's new QL micro	
Programming	18
Newton's third law of motion	
Spectrum	20
Navigation by the stars by Maurice Gavin	
Dragon	23
Rainbow Towers by John Law	
BBC & Education	27
Timetables by Simon Pithers	
Commodore 64	31
Input command by Boris Allan	
Open Forum	37
Seven pages of your programs	
Microradio	51
Ray Berry's column	
Adventure	55
Tony Bridge's corner	
Peek & Poke	57
Your questions answered	
New Releases	64
Latest software programs	
This Week	66
Top 10 plus all this week's software	
Competitions	67
Ziggurat, Puzzle, Losers	

Editorial

If a week is a long time in politics, it can be an eon in the world of microcomputers.

Following the announcement of two new micros, Commodore were riding high last week. Then Sinclair launched his new QL machine around the 32-bit 68008 processor for just £399. If this did not make the Commodore micros look tame, it at least took some of the gloss away from their launch.

As if this were not enough, Commodore's president and chief executive Jack Tramiel announced his resignation. This is bound to affect the company which Jack Tramiel built up from nothing to a \$1bn turnover. While Jack Tramiel will remain as a consultant to the company, there are likely to be further boardroom changes once a successor is announced.

And, while Commodore is suffering from a certain amount of 'swings and roundabouts', Sinclair is not having things all his own way either. Half-year profits were apparently sufficiently below forecast levels to delay Sinclair's plans for going public later this year. It now looks as if Sinclair will not seek a full stock market quotation until early next year.

However, for all their current hiccups, Commodore and Sinclair can console themselves with the thought that they are becoming the big two in home micros. Even Acorn seems to be slipping behind.

Next Thursday

Next week in Reviews David Lawrence takes a look at the latest software for Commodore 64, including *Revenge of the Mutant Camels* and *Hover Bovver from Llamasoft*.

Subscribe to Popular Computing Weekly

I would like to subscribe to *Popular Computing Weekly*.

Please start my subscription from the _____ issue.

UK Addresses: 26 issues at £9.98 52 issues at £19.95

Overseas Addresses: 26 issues at £18.70 52 issues at £37.40

Please tick relevant box

I enclose my cheque to *Popular Computing Weekly* for _____

Name _____

Address _____

Please send this form, and cheque, to *Popular Computing Weekly*, Subscription Dept., 12-13 Little Newport Street, London WC2R 3LD.

VISIT LONDON'S
LARGEST COMPUTER
STORE

TOMORROW'S COMPUTER STORE TODAY
One stop ... widest choice ... all you need ... Come to the professionals

BBC ACORN
SINCLAIR
COMMODORE
ATARI DRAGON
TEXAS ORIC
PLUS MANY OTHER
LEADING MAKES

LION HOUSE



Lion House has been established in Central London for over five years and is now London's largest computer store, uniquely placed to offer all you need to make the most of the micro.

Under one roof we offer everything you need for home and business computing. A complete range of the best computers and video games, together with the largest selection of software, books, peripherals and accessories. Backed up by expert advice and in-house service, we have the expertise to meet all your computer needs.

- Home computers
- Complete business systems
- Wide selection of add-ons
- Largest range of software
- Largest selection of computer books available
- Fully qualified after-sales service
- Impartial expert advice

LION MICROCOMPUTERS 

AT LION HOUSE Open Mon. to Sat. 9.30-6.00
227 Tottenham Court Road, London W1P 0HX
Tel: 01-637 1601 & 580 7383 Telex: 28394 LION G
Also at 21 Bond Street, Brighton. Tel: (0273) 601838

When will Bob start hoovering?

ANDROBOT, the American robotics company founded by Nolan Bushnell, will sell its three personal robots in the UK through Prism.

Topo, the mid-price device in the range, will arrive in early February at around £1,500.



Prism's new Topo

Fred (Friendly Robotic Educational Device) — more like a super-Turtle than a personal robot — will be here in late March, and cost £200. Bob (Brains On Board), the most sophisticated of the three, will be launched in the US on

Sinclair QL

Continued from page 1

Sinclair plans an ambitious list of peripherals for the QL: 0.5M Ram expansion module, Winchester hard disc interface, terminal emulator, analogue/digital interface, modem, parallel Centronics interface and multichannel sound generator and an IEEE-488 interface.

The QL will be manufactured exclusively by Thorn EMI Datatech.

In the autumn the machine will go on sale through retail outlets in the UK and will be launched in North America. In the US it will sell for \$499 and be marketed by Sinclair, initially by mail-order.

Commodore

Continued from page 1

double the previous year's total sales of \$458m.

Commodore's chairman, Irving Gould, announced that Tramiel's successor has been selected and will be named when formal agreement of the appointment has been reached. Tramiel will continue as an adviser to the company.

February 15 and will arrive last. Bob will sell in the US for \$2,495 (this compares with \$1,595 for Topo and \$349 for Fred).

Both Fred and Topo are controlled from a computer via an infra-red link. Prism is developing a range of interfaces to connect the robots to the Spectrum, BBC and Commodore 64 computers — in the US both machines work with the Apple II.

Fred is seen as an educational tool to be used, for example, in conjunction with Logo programming. It has a pen holder allowing it to draw and has a high degree of positional accuracy.

Topo is more of a household help. The snag is that, at present, it does little more than drive about, though it has a built-in speech synthesiser which is programmable from the computer.

Said Skip Steveley, Androbot's new president: "Robotics isn't going to become an industry until the units are useful." Consequently, a number of add-on units are planned for Topo including robot arms, a lift to pick things up and software packages to enable the robot to recall its

environment, sensors, an ultrasonic detector, and a fluxgate compass.

By far the most interesting of the machines, though, is Bob, still under development. Bob does not need a computer to operate. It contains its own 8086 processor on board (the same as the IBM PC), with 64K Ram expandable to 256K. Bob also has two Rom chips. One contains the primitive commands such as *Move*, *Rotate*, *Read*, *Stop* (written in PLM and assembler), and the other contains the Forth language. Basic will follow on an optional Rom. Bob also has an 8-slot motherboard option giving up to 640K Ram.

Androbot president Skip Steveley

Says Skip: "When we get Bob out, the applications and third party software will come streaming in. Bob has a Rom cartridge slot so we will be marketing programs on Rom. We are already talking to vacuum cleaner companies about getting Bob hoovering."

Alas poor Oric

THE Oric 1 is dead. Long live the Oric Atmos.

Oric announced this week that it had ceased production of the £139 Oric 1 on Monday, January 16. Curiously enough, Oric started production of its new 6502-based 48K Atmos on the same day.

Although programs written in Basic for the Oric 1 will be compatible with the Atmos machine, the new Rom means that machine code programs may need some alteration.

The machine has several new Basic commands as standard — *Print @*, *Auto Repeat* on each key and improved cassette control including *Verify Store* and *Recall*. The *Grab* command allows programs to use memory normally



The new 6502-based Oric Atmos

Business micro on the advance

THE Advance 86a is a new £400 16-bit home business micro capable of expansion to IBM PC compatibility.

The machine — designed by a UK company Advance Technology — is based around the same processor as the IBM PCjr — the 8086. It has 128K Ram and a full-size professional keyboard with separate numeric pad and 10 function keys.

Interfaces include Centronics, cassette, light-pen and twin joystick ports, and the Advance 86a has tv, composite video and RGB outputs.

It has high-resolution graphics, 16 colours, one sound channel and its own version of the Basic language built-in, addressing 62K Ram.

The 86a can be upgraded to an IBM compatible machine — the 86b — for an extra £980. For this you get twin disc drives, RS232 interface, and 128K more Ram.

Although the first of the new Advance 86 machines are expected to be manufactured in early February, volume production is not scheduled to begin until March.

reserved for the display. At least 44K of Ram is available to the user from Basic.

Priced at £170 the Atmos is viewed by Oric as the successor to the Oric 1. Accordingly, the Oric four-colour printer and the three-inch Hitachi disc drives now scheduled for full production by the end of this month will be styled to match the new machine.

Cross-compilers for 64

OXFORD Computer Systems has announced a pair of cross-compilers for use as Commodore 64 software development tools.

The two packages — *Port-speed* and *X-64* — allow a software house to compile source code or generate object code on the Commodore 8000 series machines and then download the code to run on the Commodore 64.

Details from Oxford Computer Systems, Hensington Road, Woodstock, Oxford.

Commodore steals the show at Las Vegas



THERE was little new hardware at the US Consumer Electronics Show, apart from the 264 and V364 micros from Commodore (see *PCW*, 12-18 January). These 8-bit machines dominated the computer section of the Las Vegas show, held at the Convention Centre on 7-11 January.

Based around the 7501 processor, the two micros have similar capabilities, though the more advanced V364 has an additional speech facility with a 250-word vocabulary built in.

The most impressive features of the new machines were their screen window capabilities (reminiscent of Apple's Lisa) and the accompanying software. The *3-plus-1* package, which consists of a word processor, electronic spreadsheet, file management and graphics facility, will be available as a built-in option or as an additional cartridge for the 264. It will also be offered as a cartridge on the Commodore 64.

Other Commodore software packages announced at the show included *Magic Desk II* — an integrated text-editor, spreadsheet, file manager and calculator for beginners, *Superscript 264* — a multi-function word processor, *Easycalc 264* — a spreadsheet with colour selection, *B/graph* — a simple business and statistics package, and *Commodore Logo* — a language facility which includes seven programmable sprites, music, floating decimal-point arith-



Quicksilva
US President
Carl Zeigler

metic, picture saving and program tracing. The *Logo* package will cost less than \$80, but prices for the other packages have yet to be finalised.

Commodore also revealed that it has signed an agreement to use CompuServe, a large US telesoftware database similar to Prestel and Micronet 800. The agreement, involving CompuServe's Vidtex terminal emulator, will enable Commodore users to transfer programs from the CompuServe database to their own micros, providing they have the appropriate modem.

Timex were also present at the show, exhibiting the TS2068 — the US equivalent of the Sinclair Spectrum. Despite an impressive stand, most dealers were sceptical about Timex's ability to make any impression on the US market. Timex refused to disclose figures on sales of the TS2068, but they are widely rumoured to be pitifully small.

However, Timex themselves were undaunted by the speculation and announced a sub-

stantial new range of peripherals. Sinclair's ZX Microdrives appeared in a new guise, as the TS2065. Specifications show little difference from the UK version — access time of 3½ seconds, storage capacity of over 85K per cartridge with a maximum of eight microdrives linked to the computer. The only obvious difference between the two is the silver styled case of the US machine.

Other peripherals of interest included the TS2060 bus expansion unit. It features a standard Centronics parallel interface, for the TS2080 or other 80-column printer, RS232 serial interface with selectable baud rate and high-resolution 80-column black-and-white composite video output. Other features of the unit include a standard RGB video output on a nine-pin D connector, an interface and controller for up to eight Microdrives, local area network

capability, CP/M mode with optional 32K of additional Ram and an auxiliary level audio output. It is expected to be available in June and will cost around \$120.

Timex also unveiled the TS2050 telecommunications modem, which will allow users to access CompuServe and The Source. Although Prestel and Micronet have so far failed to take off in the UK, their American equivalents are proving much more popular.

The Timex modem includes autodial for the computer keyboard, operates at 300 baud and has built-in modular phone jacks. "The TS2050 Smart Modem allows access to data retrieval systems, home banking and shopping, telecomputing and other telecommunications services which greatly expand the uses of a Timex personal computer. At a suggested retail price of



The TS2068 computer complete with modem, bus expansion unit, microdrives, cassette recorder and 80 column printer.

This US version of Sinclair's Spectrum has 48K Ram, 24K Rom, a 42 key typewriter style keyboard and built in Rom cartridge port. It costs \$199.95, has

four sound channels and a 32 character, 24 line, full colour display.

Normal graphics resolution is 256 x 192, but an enhanced resolution graphics mode (512 x 192) allows a single 64 x 24 character row display or two 32 x 24 displays.



Commodore 264

\$120, the TS2050 can be combined with any of Timex's personal computers and provides an affordable interactive telecommunications service for the consumer," said Michael Jacobi, Timex's Vice President of marketing.

Finally, Timex revealed its TS2080 80-column printer. Capable of producing 80 characters a second and 800 words a minute, the printer is a high-resolution, nine-pin impact dot-matrix machine. It includes 228 Ascii characters

However, following the launch of the QL micro last week, Sinclair has decided to market the new machine in the US itself rather than through Timex. This does not bode well for Timex, but it will give Sinclair the chance to tackle the lucrative US market directly. A separate US launch for the QL machine will occur later this year.

Other British exhibitors included Elan, whose Enterprise 64 and 128 micros are due to be launched in April, and



Scott Adams (left) and Spiderman

and both normal and italic alphanumeric fonts, together with a standard Centronics parallel interface to enable it to be used on other home micros. Again, it should be available in June, priced around \$325.

British visitors to the show were interested to see the Timex/Sinclair catalogue. Psion's *Flight Simulation* was available on both cartridge and cassette under the TS banner, as were *Vu-Calc*, *Vu-File* and *Vu-3D*. Melbourne House's *Penetrator* was available, as were programs from Steve Hughes and Sunshine.

Software prices, however, tended to be higher than in the UK. The TS version of *Penetrator*, for example, was priced at \$39.95 on cartridge and \$19.95 on cassette. This compares with a UK cassette price of £6.95.

There were fewer British exhibitors at the show than expected, with both Acorn and Dragon/Tano being noticeable by their absence. Sinclair's US division was at the show, but only to demonstrate the flat screen tv launched in the UK in September. Needless to say, no tvs were actually available for sale — production problems appear to have delayed their distribution in both the UK and the US.

have to be rewritten.

However, Quicksilva US now has a range of games ready for sale including *Aquaplane*, *Bugaboo* and *Purple Turtles* for the Commodore 64 and *Time Gate*, *Xadom*, *Games Designer* and *Ant Attack* for the TS2068.

There was also a sizeable contingent of British visitors to the show, notably Mike Barton of Romik, David Ward of Ocean, Neil Johnson of Microdealer, Terry Cartwright of ECC and Robin Bradbeer.

There was little evidence of the anticipated links between laser discs and microcomputers. But, Coleco announced it is working on an interactive laser disc player that should be available for the Adam by the end of the year. Coleco also announced that it has obtained the home computer rights to the popular arcade game *Dragon's Lair* for a reported \$2m.

Atari, despite the massive losses it suffered last year, refused to be downcast. Its new third-party software division, AtariSoft, released seven new titles for the Commodore 64, IBM PC, Vic20, Apple II and TI 99/4A. The games are *Jungle Hunt*, *Glaxian*, *Moon Patrol*, *Ms Pac Man*, *Pole Position*, *Battlezone* and *Joust*.

Atari also announced a link-up with Walt Disney to produce a two-part game *Captain Hook's Revenge*.

California-based Electronics Arts was responsible for some of the more innovative soft-

ware on display at the show. *MULE* for Atari and Commodore 64 is a multi-player game that combines business



Skyfox by Ray Tobey

simulation and strategy with arcade action. The object of the game is to settle a distant planet where you can search for minerals, buy land, grow food, not to mention bartering and gambling with the other players. *MULE*, in case you're interested, is an acronym for Multi Use Labour Element.

Skyfox is a superb mix of flight simulation and strategy arcade game. Seated in the cockpit of 'one mean flying machine', you have two laser cannons, heat-seeking missiles and land mines at your disposal. You are also equipped with an attack computer plus radar, altitude, fuel and shield indicators, a tactical map and a link-up to your colony's base computer.

But, you have 500 square miles to protect, while the enemy invaders have tanks, fighters, missiles and powerful mother ships.

Electronics Arts also produce *Tesseract Strategy*, a science fiction strategy game for one to three players, *Archon*, a game of medieval fantasy and strategy, and *Axis Assassin*, an arcade action game based on a 3D grid.



**NEW
UNEXPANDED
VIC 20
GAMES DESIGNER**

MAKE GREAT GAMES....

Create your own amazing games with
Galactics unique **GAMES DESIGNER** cassette
for the unexpanded VIC 20, only £9.50
including post and packing

ONLY
£9.50
inc. p.p.

*No Programming experience Needed *

With the GAMES DESIGNER you make your own machine code games.
You can design all the Graphics, Screen layouts, Theme tunes, Explosions,
Sound effects, Player speed, Alien speed, Skill level, Personalised game
credits, Scoring values, Keys used, Number of lives, Intelligence of aliens,
— what's more no programming experience needed.

Also includes 3 sample games:-
KANGA, ZYON and KRAZY MAZE.

PLEASE SEND ME A GAMES DESIGNER CASSETTE FOR
THE UNEXPANDED VIC 20 AT £9.50 inc. P.P.

MONEY BACK GUARANTEE

NAME _____

ADDRESS _____

My Access No. is: _____

I enclose a cheque/P.O.
for £9.50

Send to **GALACTIC SOFTWARE**
Unit 7, Larchfield Estate,
Dowlish Ford, Ilminster
Somerset TA19 0PF

PCW/GD/1

Galactic Software

UNIT 7, LARCHFIELD ESTATE,
DOWLISH FORD, ILMINSTER

SOMERSET TA19 0PF
TEL: (04605) 5161



ALL IN MACHINE CODE

- * Variable degree of difficulty
- * Make your own, Monsters, Moonscapes, Space Ships, Aliens, Kangaroos or Asteroids
- * Create your very own Games

LETTERS

Pidentity crisis

I am writing to you from a small dark corner in Pimaniacs UK. My accomplice who does not like Pimania (shock, horror), Jason Scott Warren, is the only person I know to have managed to shoot the dragon himself. He has also let me loose on the game. "FOL LOW DO" is really great.

Oh yes, and before I forget, here is a thing to remember: "The Pi Man has a Pidentity crisis."

Bye for now,
The Nutcracker (Pimaniacs UK)

Alias John Yeates

Mallard
10 La Petite Sente
Le Bourg
St Clement
Jersey

Ten victims

I would like to inform D Claypole and B Vivers (PCW, Vol 2, No 49) that I, too, have rescued 10 victims and have scored 44089 in just under 22½ minutes.

Adam Cohen
Inner Park Road
Wimbledon
London SW19

Piracy files

CTA piracy files stolen' says headline in PCW, News Desk, 5-11 January. 'Guild of software houses estimated that sales revenue lost because of piracy in 1983 could be over £100m'.

The files were stolen from CTA secretary Nigel Backhurst. In the previous News Desk article about an appeal for funds to continue a legal battle with Waddingtons about *Monopoly*, which was obviously copied without permission by Automata, he was quoted: 'If they (Waddingtons) win, about 80 percent of the games software on the market could become challengeable.'

Does that mean what I think? That about 80 percent of software ideas are stolen, pirated, used without permission — call it what you will — in the first place?!

Isn't this the kettle calling

the frying pan black in the largest possible way? And, as the CTA may find difficulty in finding someone without sin to cast the first stone, perhaps instead they should concentrate on putting their own house in order.

D J Taylor
24 Joicey Road
Gateshead
Tyne & Wear

Arcade emphasis . . . 1

I am a computer user aged 15 and I read your magazine avidly every week. However, this situation is possibly about to change.

The reason for this discontent is the emphasis placed on arcade games. Week after week your letters column is filled with people boasting about their latest high scores in yet another mindless game devoted to shooting beings from outer space. The Open Forum pages are constantly filled with yet more games.

Whilst I realise that there are many people who enjoy playing this type of game I strongly subscribe to the view that everyone has the right to their own taste; I believe there are a growing number of people who, like myself, are turning their backs to the arcade game and are putting their computers to more useful and intelligent uses.

There are admittedly some articles in your magazine devoted to non-games subjects. However, they constitute a minority of the material in the magazine and, when they do appear, they are usually machine specific.

The type of article I would like to see is the sort where you discuss the suitability of, for example, a database for



the average home user and possibly reviews of some of the software available in this category for each of the popular machines.

I realise that this goes against the grain of what appears to be your publishing policy. However, I would be grateful if you would publish this letter as I would be interested to hear other reader's opinions if they would care to write to me.

Steven Mason
The Grammar School
Scorton
Richmond
North Yorkshire
DL10 6DS

We try and cover a wide mix of subjects in PCW, from games through machine code to serious applications. We should also like to hear from readers if they think the balance is tipped too far one way or the other.

Arcade emphasis . . . 2

There have been many pleas by readers for a high-score section. How about an arcade corner (similar to Tony Bridge's Adventure Corner) where you review the best arcade games, readers write in with their problems and a high-score section is incorporated? What do other readers think?

Hugh Owen-Jones
Brookhill Road
East Barnet
Herts

PS. Can anyone beat 91,200 points on the eighth level of *Lunar Jetman*?

Chequered bug

I believe I have discovered a bug in Psion's *Chequered Flag*. It appears that the best lap time that appears on the screen when the race has ended (either through completing the selected number of laps or crashing) corresponds to the most recently completed lap, not to the lap with the lowest time. I would like to know if anyone else has discovered this, or am I the only one with a dud tape?

P Bookham
52 Clevelands
Wadebridge
Cornwall

PS My lap record at present is

56.2 seconds on the Cambridge Ring circuit using the Psion Pegasus.

Judging from the letters we have received from other readers, you are not alone in your problem.

Restless morons

Priority one: bigots' letter. I must say I greatly enjoyed reading L Hewelly's letter (Vol 3 No 1). What uncommon intelligence! What!

I fully agree with LH about the stinking little cartoon, and shudder at the thought of all those sub-intelligent waifs scribbling on magazines (do they come from Rhosychn?).

I don't know about the educational programs for the Beeb, but then, if you've got a Beeb, surely you're above such trivia? Educational programs would, I suspect, be better aimed at us morons with "hideous little plug sockets" (there's only about a million of us and we'd be ever so grateful). Sum ov uz cud probablee lern tu spel, and forsake our "deviant ways" for ever.

Gordon Rice
379 Liverpool Road
Eccles
Manchester
M30 7HB

PS The morons are restless lately. There's a rumour going round the modems that if you write to:

TONI BAKER
ZX MACHINE CODE USERS' CLUB
37 STRATFORD ROAD
WOLVERTON
MILTON KEYNES
MK12 5LW

and send a stamped, addressed envelope, all will be revealed.

Mk 14 owners

So, Mike Hampson is a veteran because he has a ZX80 (PCW, Letters, 12-18 January). What does that make me, bearing in mind that I moved up to the ZX80 from the Mk14 (cost £39.95 + 8 per cent VAT) and still have both of them? Are there any Mk14 owners left?

Paul Adams
(feeling very old)
Hanworth
Middlesex

W.H. Smith Computer Shops.

The biggest range on the High Street.

A W.H. Smith Computer Shop is the first place to go when you're thinking of buying a computer.

Located on High Streets all over the country (see list opposite) they offer a comprehensive range of computers, peripherals and software.

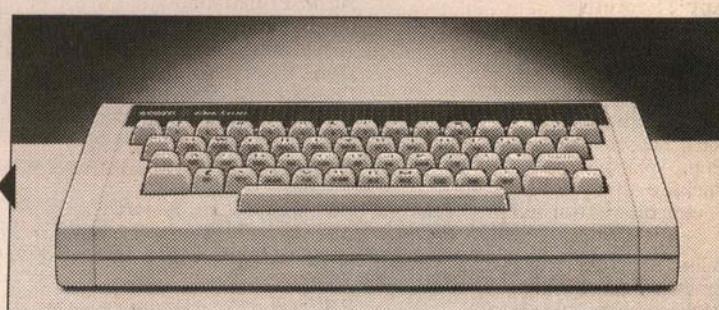
And, not only are our staff fully trained to

answer all your questions, but we've used our experience to build a range of Computer System Packages, each one offering a complete system at a special low price.

So whatever it is you're looking for, you can be sure to find it at one of our W.H. Smith Computer Shops.

COMPUTERS

Sinclair ZX 81 Starter Pack (includes 16K RAM)	£45.00
Sinclair Spectrum 16K	£99.95
Sinclair Spectrum 48K	£129.95
Oric-148K	£139.95
Commodore 64	£199.00
Acorn Electron	£199.00
BBC Micro 'B'	£399.00
BBC Micro 'B' with disk interface	£469.00
Apple IIe starter pack	£999.00



PRINTERS

Sinclair ZX	£39.95
Alphacom 32 (Thermal)	£59.95
MCP 40 (4 Colour)	£129.95
Commodore MPS 801	£230.00
Shinwa CP80	£299.00
Epson RX 80 F/T	£359.00
Juki 6100 (Daisywheel)	£450.00

CASSETTE RECORDERS

W.H. Smith CCR 700 Computer Compatible Recorder	£24.95
Commodore C2N	£44.95
W.H. Smith CDP8300 Computer Compatible Data Recorder	£39.95

DISK DRIVES

Apple (without Controller)	£280.00
Apple (with Controller)	£395.00
Hitachi 3" (for BBC)	£229.00
Commodore 64	£229.00
Cumana CS100 (for BBC)	£250.00

MONITORS

Sanyo SM12N (Monochrome)	£125.00
Apple IIe Monitor	
Monochrome	£169.95
Kaga Vision 1	£275.00
Sanyo SCM 14N	£295.00
ITT Monitor/Receiver	£299.00

SOFTWARE

W.H. Smith Computer Shops carry a massive range of more than 400 leisure, educational and business software titles, available on cassette, disk and cartridge.

Acorn BBC

Word Processing Software

VIEW	£59.80
WORDWISE	£46.00
WORDSWORTH	£19.50

BOOKS

There are over 200 titles covering everything that the computer novice and enthusiast will need to know about computing in general and specific machines.

ACCESSORIES

Listed below are just a few from our wide range.

Monitor Stands

Joysticks

Printer Ribbons

Continuous Stationery

Disk Boxes

Cassette Storage Cases

Leads and Cables

Speech Synthesisers

Floppy Disks

Blank C15 Cassette Packs

BBC Buggy £189.00



COMPUTER SYSTEM PACKAGES



Monitor and stand not included.

COMMODORE

Commodore 64
Word Processing Pack
Commodore 64 Computer
MPS 801 Printer
1541 Disk Drive
EASYSOFT Word Processing pack
Commodore Games Diskette
500 sheets of fanfold paper.
Package Offer Price £640
Saving on our normal price £123

With the Juki 6100 Printer replacing
IEEE Interface and MPS 801 Printer.
Package Offer Price £899
Saving on our normal price £149

APPLE

Apple Executive Home Computer Pack

Apple IIe Computer
Disk Drive with Controller
Epson RX80 F/T Printer
Printer Interface and Cables
500 sheets of fanfold paper
Home Solutions Box.
Package offer price £1,299
Saving on our normal price £172

With the Juki 6100 Printer replacing the
Epson RX80 F/T Printer.

Package Offer Price £1,399
Saving on our normal price £163

Apple Professional Word Processing Pack

Apple IIe Computer
Disk Drive with Controller
Epson RX80 F/T Printer
Printer Interface and cables
80 character/line card
APPLEWRITER Software Pack
APPLEWRITER Software Trainer
500 sheets of fanfold paper
Home Solutions Box.
Package Offer Price £1,649
Saving on our normal price £246

With the Juki 6100 Printer replacing the
Epson RX80 F/T Printer.

Package Offer Price £1,749
Saving on our normal price £237

Apple Professional Home Computer Pack

Apple IIe Computer
Disk Drive with Controller
Home Solution Box.
Package Offer Price £999

Commodore 64 Disk Drive Pack

1541 Disk Drive
EASYSOFT Word Processing
package. Commodore Games diskette.
Package Offer Price £229
Saving on our normal price £105

BBC

BBC Disk Drive System

BBC Micro 'B' Computer with disk interface Cumana CS100 Disk Drive.
Package Offer Price £699 **Saving on our normal price £42**

BBC Word Processing Package

BBC Micro 'B' Computer with disk
interface
Cumana CS100 Disk Drive.
Juki 6100 Daisywheel Printer
VIEW ROM Word processing chip
500 sheets of fanfold paper.
Package offer price £1,175
Saving on our normal price £75

BBC Monitor/Disk/Printer System

BBC Micro 'B' Computer with disk
interface
Cumana CS100 Disk Drive
Shinwa CP80 Printer
Sanyo SCM 14N Monitor
500 sheets of fanfold paper
Package Offer Price £1,225
Saving on our normal price £110



Birmingham Bradford (Broadway) Bristol Cambridge (Lion Yard) Cardiff Edinburgh Exeter Glasgow
Hull Leeds Leicester Liverpool London: Brent Cross, Croydon, Ealing Broadway, Hammersmith, Heathrow Airport,
Holborn Circus, Kensington High Street, Kingston-upon-Thames, Sloane Square, Wood Green
Manchester Newcastle Northampton Nottingham (Listergate) Plymouth Reading Sheffield Southampton

WHSMITH Computer Shops



Prices correct at time of going to press. Subject to availability. Normal package prices refer to prices of individual product purchases.

Draughts

A new game for 16K Spectrum by David Cox

The object of this game is to transpose the red and blue pieces, so finishing with all the red counters on the right and blue counters on the left. A piece can only move diagonally in the direction of the arrow to an empty space or jump over another piece into an empty space. You may start with either colour. All that is necessary to play is to key in the piece number which you wish to move. A 0 will restart the program if you get stuck.

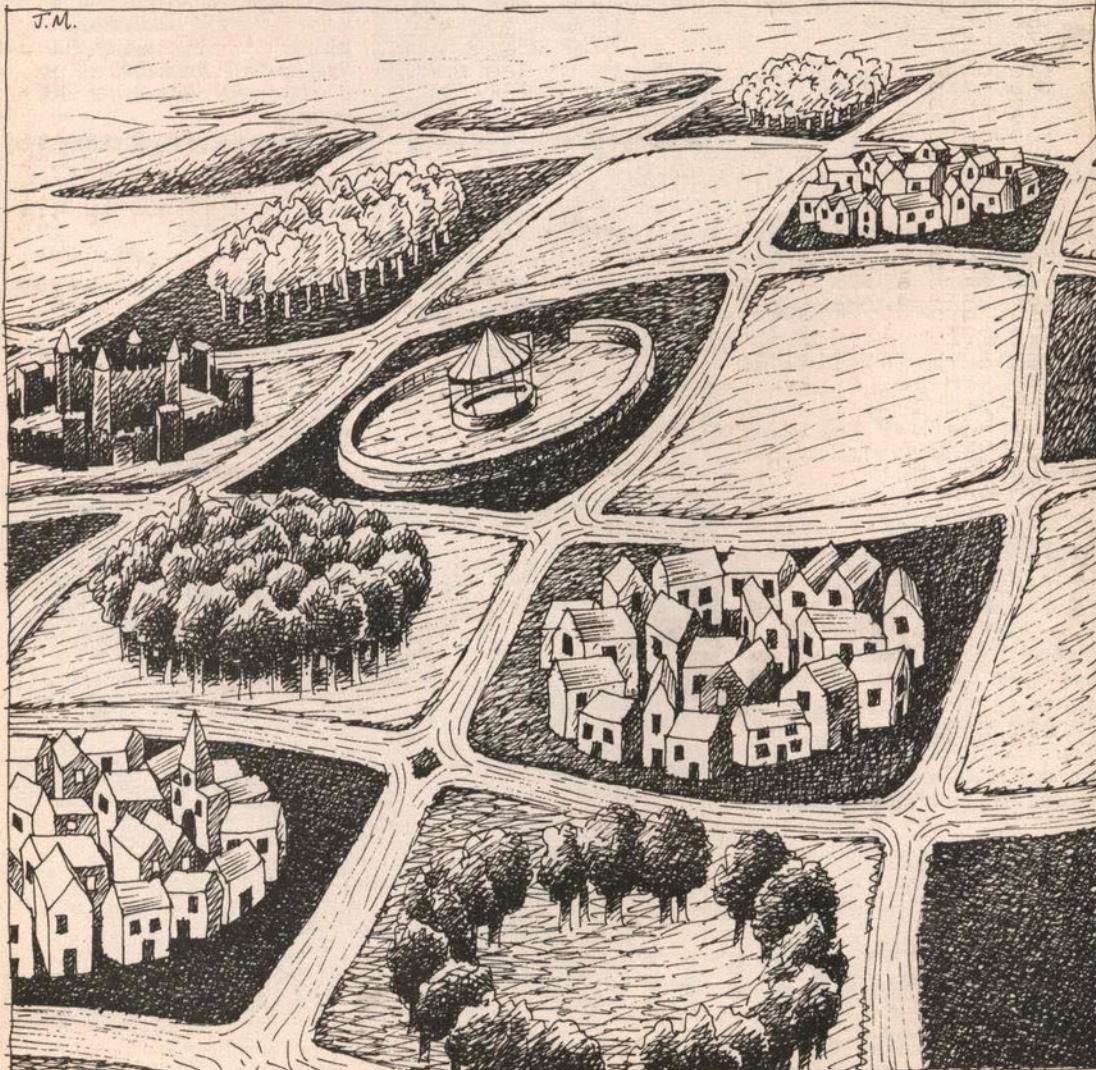
The 16 men and the blank square are stored in sequence as A\$ (17 characters).

Each piece has between one and four possible moves. For example, a red piece on square one can move to square two or three directly, or jump over a piece on two or three to reach a blank square on four or six. These moves are stored in arrays $R(17,4)$ and $B(17,4)$. A 0 is non-existent move.

The chequered board is printed using inverse video and the pieces are overprinted at line L column C , whose values are stored as Data at 520. The type of piece >,< or blank is taken from A\$ which

keeps an up-to-date record of the game.

In line 550 a blank "" is printed as a graphic square and line 560 determines the colour of the arrows. Line 580 checks for a completed game, which takes 52 moves to exchange all the pieces. The main playing routine at 600 notes your move as G and checks A\$ to find which colour piece is there. It then tries each of the four possible moves in $R(G,N)$ or $B(G,N)$ and, when it finds an empty space, moves piece G to it and blanks out the vacant square. ■



```

520 DATA 12,6,10,8,14,8,8,10,12
530 FOR N=1 TO 17: READ L: READ
540 IF A$(N) = " " THEN PRINT AT
L,C, " "
550 IF A$(N) <> " " THEN PRINT AT
L,C, BRIGHT 1; PAPER 1+(1 AND C
ODE A$(N)=62); INK 7;A$(N)
560 NEXT N
570 PRINT AT 18,18,8C
580 IF A$="<<<<<<>>>>>>>" T
HEN FOR N=1 TO 255: PRINT AT 20,
11; FLASH 1; "WELL DONE": OUT 254
N: NEXT N
600 REM Yellow
610 INPUT "Enter Go OR G to res
tart": G: IF G>17 THEN GO TO 610
620 IF G=0 THEN RUN : IF G>17 T
HEN GO TO 610
630 IF A$(G) = " " THEN GO TO 610
640 IF A$(G) = "<>" THEN GO TO 710
650 REM Red Move
660 FOR N=1 TO 4: LET S=R(G,N)
670 IF S=0 THEN GO TO 610
680 IF A$(S) = " " THEN LET A$(S)
=">>": LET A$(G) = " " GO TO 750
690 NEXT N: GO TO 610
700 REM Blue Move
710 FOR N=1 TO 4: LET S=B(G,N)
720 IF S=0 THEN GO TO 610
730 IF A$(S) = " " THEN LET A$(S)
="<<": LET A$(G) = " " GO TO 750
740 NEXT N: GO TO 610
750 LET SC=SC+1
760 GO TO 500

```

REF ID: A6251



500 REM Print Pictures
510 RESTORE 520



score = 0

Sinclair takes his cue

Andy Pennell previews the new QL micro from Sinclair

It's here! The latest Sinclair computer has been revealed to the public, much sooner than expected. The Sinclair QL, standing for Quantum Leap, was launched last week, and signals a move upmarket by Sinclair, into the lucrative, but risky professional market. It seems to offer unrivalled specification at the very low cost of £399.

Sinclair do not want the QL to have the games-type image of the Spectrum, so it comes complete with no less than four professional programs, written by Psion. It also has a real keyboard, which is a first for Sinclair.

The QL looks nice, in the statutory Sinclair black, with white legends on the keys. The keyboard has 65 real keys, including a space bar and L-shaped *Enter* key. Another first is that the single-key entry system on the previous ZX models has been abandoned, which means a welcome end to the complicated shift operations and cluttered keytops.

Along the front of the case are two slots and Leds, which are where the Microdrives go — yes, the QL has two built-in Microdrives, similar to those on the Spectrum, and up to six extra drives can be plugged in the side. Although they use the same cartridges, one machine cannot read the others, without additional software which, although already written, is not expected to be released. The QL Microdrives have a minimum capacity of

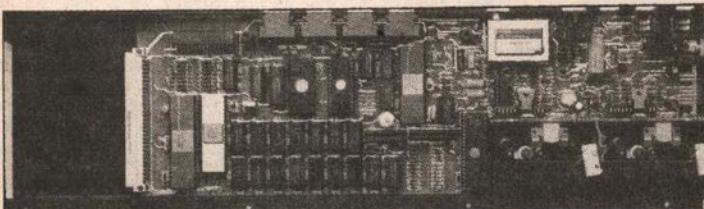
monochrome monitor, but there is no provision for a colour composite monitor (such as the JVC I have just bought), as there was (though undocumented) on the Spectrum.

The QL also has two RS232 ports, which are configured differently so that, in theory, any RS232 device will work, even in full duplex mode (ie, transmitting and receiving simultaneously). This is unlike the ZX Interface 1 RS232 port, which is impossible to use with many modems because of its protocols.

Although it is not intended to be a games machine, it has two joystick ports, which simulate the cursor and function keys, and a Rom cartridge socket, which accepts up to 32K Roms. There is also a 64-way expansion connector at one end, into which the 'forthcoming' peripherals will plug. The first of these will be a half-megabyte (yes — that's 512K!) Ram pack — it should not experience the famed ZX81 wobble though. No price or delivery date has been quoted for this amazing peripheral.

A quart into a pint pot

The QL is about the same size as the Memotech MTX500, but lighter as the case is plastic. Its small circuit board belies the power and ability of the machine. Unlike all previous Sinclair machines, the



100K, which is about 15K more than the ZX variety. This also means that you cannot add ZX Microdrives to the QL — you must use special QL ones. It is not known if QL drives will be as limited in supply as the sought-after ZX ones.

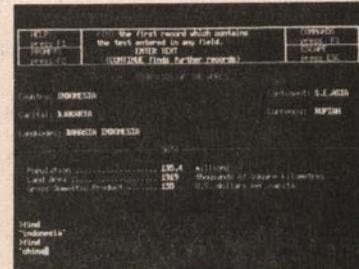
Also built in to the QL is the Networking capability that the Interface 1 gives the Spectrum. So, Spectrum owners who upgrade will be able to use their old computer, by plugging it into the new one. Up to 64 QLs and Spectrums may be interconnected on the network, which, with suitable software, will allow peripherals to be shared by all users.

Users who want a better picture than their domestic tv can display are catered for with a monitor socket. It connects to an RGB colour monitor, or a composite

QL does not have a Z80 microprocessor. Instead, they have chosen the Motorola 68008, which is a very close relative of the 68000. Sinclair describe it as a 32-bit chip, and compare it to lesser 8-bit chips such as the Z80 and 6502.

Although the 68008 does have 32-bit internal registers, it has only an 8-bit data bus, like all the others, a bit like squeezing a quart into a pint pot. By their terminology, the Z80 is a 16-bit machine, which not even its best friends would call it. However, the 68008 is a very powerful processor, and a measure of the power is that the very extensive Basic fits into a 16K Rom.

The 68008 can address up to 1Mbyte (that's 1024K, or 64 ZX81 Ram packs), and the QL is supplied as standard with 128K, more than any other micro. The screen display takes up a whopping 32K of



Ram (equivalent to all the Ram in a BBC B or Dragon 32), leaving about 96K free to Basic. With the 1/2M Ram pack, the capacity of the QL rises to a phenomenal 640K.

As well as the 68008 processor, the QL has an Intel 8049 slave processor, which handles all the trivial tasks such as reading the keyboard, controlling the RS232 port, and the sound generation. This leaves the 68008 to get on with the more difficult tasks of running the Basic and the Operating System.

The sound capabilities of the QL are not really much of an improvement over the Spectrum, using a small internal speaker. From Basic it is possible to produce changing sounds 'bouncing' between two frequencies, with control over the fuzziness. As the sound is controlled by the slave processor, programs do not stop while the sound is generated.

The graphics capabilities are very impressive. As the screen takes up 32K, resolution is very good, with two modes — the first has a resolution of 512 x 256, in four colours, and the second mode has a resolution of 256 x 256, in eight colours with flashing. Unlike the Spectrum, each pixel may be a different colour, offering greater potential. Further colours are possible in the higher mode by using 'stipples', but this is recommended for monitors only, and not domestic tvs.

The maximum number of characters per line is 85, but as most tvs cannot display such detail, the maximum for their use is 64 per line. Single or double height characters are available, with up to 25 text lines on the screen.

The Basic that runs on the QL is called, subtly, SuperBasic. It is a very extended version of Spectrum Basic, similar to that on the BBC micro, but with some unique features of its own. Unlike most other real keyboards, there is no *Delete* key to rubout characters — both *Ctrl* and *cursor-left* have to be pressed instead. These keys are conveniently adjacent to one another. The keyboard also has five function keys, but they do not seem to be programmable BBC-style.

I think the most original thing about SuperBasic is the way it handles its variables — as well as numeric and string types, integer variables are allowed, and they can be easily mixed — even between

string and numeric. For example: *Let sum = "1" + "2" + "3"* and *Let sum\$ = 12 + "344"* are both valid, as SuperBasic always tries to convert types wherever possible. This seems to have removed the need for the *Val* and *Val\$* functions, and no mention of them is made in the preliminary manual. Although this *coercion* is very useful, it will make program debugging rather harder.

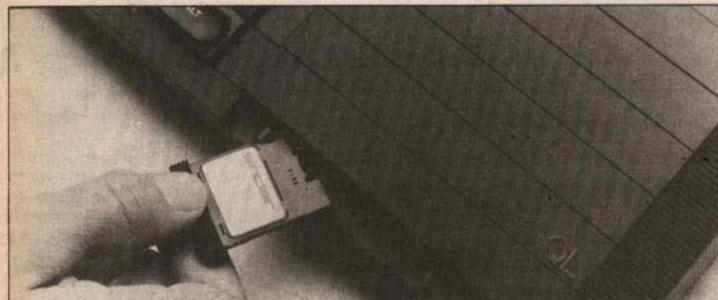
Floating-point variables can have any value from 10^{-618} to 10^{+618} , which is unheard of on calculators, let alone computers. The maximum for most calculators is 10^{99} , and on computers is around 10^{38} — again the power of the 68008 is shown, as it is extremely easy to store and retrieve large numbers of bytes, and very fast at multiplication and division.

Structured programmers will be pleased

of parameter, obviating the need for lines of *Int (Rnd * 10 + 15)* etc. There are also double byte *Poke* and *Peek*, and binary *And*, *Or*, *Not* and *Xor*, as well as the regular logical types.

A major facility of the QL is that of windows, similar to those on very expensive machines such as the Apple Lisa. A window is a section of the screen into which characters can be printed, and graphics drawn. They are easily controllable from SuperBasic, using streams, like those on the Spectrum. The size, position and colour of each window can be controlled and each may be cleared, coloured, printed to, and pixel scrolled with ease.

The QL incorporates two Microdrives, using a slightly different format to the Spectrum ones. It enables faster data access, and improved memory capacity —



by the inclusion of *If ... Then ... Else*, procedures, functions, and *Repeat* loops — indeed, so much so that the manual says *Goto* and *Gosub* are redundant instructions, and are only included for compatibility with other (presumably lesser) forms of Basic.

A few idiosyncrasies

Most such functions have both 'short' and 'long' forms, the short for single line definitions, and the long for multiple lines. For example, the short form of *For ... Next* loops does not actually require *Next* statements — SuperBasic will automatically repeat the relevant statements. Many Basic interpreters object strongly to loops being left unfinished, by jumping out of the middle of them, so SuperBasic has the *Exit* command, which neatly enables the premature departure from *Repeat* & *For* loops, and procedures.

Spectrum Basic had a few idiosyncrasies — the bad ones are not in SuperBasic, but the good ones are. No longer are *Let* and *Then* statements compulsory, array elements now start at 0, and line numbers can go up to 32767. However, the obvious *Ink* and *Paper* (supplemented by the saucily named *Strip*) commands for colour control have been carried over, as have computed *Gotos*, and the neat strong handling. The *Rnd* function can not only create the normal value 0-1, but a value 0-n, or a value n-m, with a simple change

they hold a minimum of 100K each. File-names on each cartridge can have a three-letter identifier, à la C/PM, and each is stored in a directory on the tape, improving performance.

Both the windows and Microdrives are controlled by the QL operating system, called QDOS. It is contained in an amazing compact 16K Rom, which seems to be very powerful. It also controls the Network, supervises RS232, and handles all other input/output. It is also designed to be able to serve Roms in peripherals, such as hard-discs, so other devices and their

HELP	QUIT	EDIT	FILE	LOAD	QUIT	WINDOW	COMMAND
QUIT	QUIT	SHED	FILE	LOAD	QUIT	SHED	QUIT
Software Budget Exercise (1984)							
(Thousands pounds)							
Sales	124.68	149.79	147.24	135.11	209.19	213.16	140.30
Direct Costs	47.58	51.46	50.80	58.00	140.39	130.20	130.20
Gross Margin	46.98	49.25	51.21	54.29	69.21	80.95	44.98
Net Profit	3.42	3.47	2.42	3.26	2.56	2.56	44.98
Expenditure	2.08	2.08	2.03	2.03	2.03	2.03	37.72
Excess Cash	1.34	1.39	0.40	1.23	0.53	0.53	12.58
Total	124.68	149.79	147.24	135.11	209.19	213.16	140.30

controlling software can be added to the QL.

A major ability of QDOS is the multitasking feature, that allows many programs to run simultaneously, using timeslicing. At the QL launch a monitor showed 10 programs running at the same time, but it was not made clear whether they were Basic or machine code.

Supplied free of charge with the QL are four professional packages, written by Psion, of a very high standard indeed. The packages are cleverly named *Quill*, *Abacus*, *Archive*, and *Easel*, and are a word-processor, spreadsheet, database, and graphics package respectively. Although none of the packages has yet been examined in great detail, all have been seen in use, and appear excellent. They are very user-friendly and visually attractive.

The first deliveries of QLs should begin at the end of February, but most people regrettably now take Sinclair delivery dates with a large pinch of salt, because of their record. Shortly we should see the launch of the new Apple and Acorn machines, and it should be interesting to see how the QL shapes up. The Sinclair QL is certainly a Quantum Leap above the present sub-£1,000 micros, but it is a risky market and Sinclair could come unstuck if he fails to produce the goods in the required quantity and quality. □



•SAVE MONEY

-SAVE TIME-

-SAVE EFFORT



SOFTWARE

83 NEVILLE ROAD, LUTON, BEDS LU3 2JG

Tel: Luton (0582) 595222 (24-hour ACCESS service available)



ONE-STOP SHOPPING BY MAIL AT GUARANTEED DISCOUNT PRICES

		RRP	Our Price		RRP	Our Price		RRP	Our Price	
		£	£		£	£		£	£	
SPECTRUM										
Krakatoa	Abbex	5.95	4.99	Hungry Horace	Psion	5.95	4.95	Dragrunner	Cable	
Chuckie Egg	A&F	6.90	5.99	Horace and the Spiders	Psion	5.95	4.95	Cave Fighter	Cable	
Missile Defence	Anirog	5.95	4.99	Gridrunner	Quicksilva	6.95	5.95	Arcade Double Pack	Cable	
Santa	Artic	5.95	4.99	3D Ant Attack	Quicksilva	6.95	5.95	Baccarat	Cable	
Dimension Constructors	Artic	5.95	4.99	Bugaboo	Quicksilva	6.95	5.95	Bonka	J. Morrison Micros	
Snooker	Artic	5.95	4.99	Aquaplane	Quicksilva	6.95	5.95	Maurice Minor	J. Morrison Micros	
Manic Miner	Bug-Byte	5.95	4.99	Xadom	Quicksilva	6.95	5.95	Transylvanian Tower	J. Morrison Micros	
Super Chess	CP Software	7.95	6.99	Timegate	Quicksilva	6.95	5.95	Chess	J. Morrison Micros	
Backgammon	CP Software	5.95	5.99	Games Designer	Quicksilva	14.95	13.50	Leggit	Imagine	
Bridge Player	CP Software	8.95	7.99	Apocalypse	Quicksilva	9.95	8.95	Transylvanian Tower	Richard Shepherd	
Brindicup Golf	CRL	6.95	5.99	7.99	Red Shift	6.95	5.95	Ugh	Softex	
Waves of Winter	CRL	6.95	5.99	Transylvania Tower	Richard Shepherd	6.50	5.50			
Fifth	CRL	9.95	8.99	Microbot	Softex	5.95	5.50			
Pool	CDS	5.95	4.99	Tranz Am	Ultimate	5.50	4.50	BBC		
Magic Meanies	CDS	5.95	4.99	Cookie	Ultimate	5.50	4.50	The Hobbit	Melbourne House	
Rommels Revenge	Crystal	6.50	5.50	Post	Ultimate	5.50	4.50	Cylon Attack	14.95	13.50
Hall of the Things	Crystal	7.50	6.99	Jetpac	Ultimate	5.50	4.50	A&F Software	A&F Software	
Invasion Bodysnatchers	Crystal	6.50	5.49	Atic Atac	Ultimate	5.50	4.50	Crackpot Egg	7.90	6.99
Database	Dialogue	14.95	13.50	Lunar Jetman	Ultimate	5.50	4.50	Bug Blaster	7.95	5.95
Gracels Cave	Doric	7.95	6.90	Android II	Vortex	5.95	4.99	Kingdom Valley	Alligata	
Pyramid	Fantasy	5.50	4.50	Night Gunner	Digital Integration	7.95	6.95	Space Highway	Armcom	
Nightlife II	Hewson	5.95	4.95	Snooker	Digital Integration	7.95	6.95	Dictator	Bug Byte	
Heathrow A.T.C.	Hewson	7.95	6.99	Fantasies	Visions	8.95	7.95	DK Tronics	9.50	8.50
Hi-Soft Pascal	Hi-Soft	25.00	23.50	3D Seidab Attack	Hewson	5.95	4.95	Vu-Cal	Psion	
Devpac 3	Hi-Soft	14.00	13.00	Ring of Darkness	Wintersoft	9.95	8.95	Saloon Sally	Psion	
Jumping Jack	Imagine	5.50	4.50	VIC20				Amaze in Space	Psion	
Arcadia	Imagine	5.50	4.50	Dark Dungeons	Anirog	5.95	4.95	Opus Supplies	9.95	8.95
Zip Zap	Imagine	5.50	4.50	Star Defence	Anirog	7.95	6.95	Opus Supplies	9.95	8.95
Zoom	Imagine	5.50	4.50	Fire Galaxy	Anirog	7.95	7.95	Apocalypse	9.95	8.95
Stonkers	Imagine	5.50	4.50	Battlefield	Anirog	5.95	4.95	Red Shift	9.95	8.95
Alchemist	Imagine	5.50	4.50	Arcadia	Imagine	5.50	4.55	Vortex	Software Invasion	
All Diddums	Imagine	5.50	4.50	Bewitched	Imagine	5.50	4.55	3D Bomb Alley	Software Invasion	
Spiral	Incentive	5.50	4.50	Catcha Snatcha	Imagine	5.50	4.55	Attack on Alpha Centauri	Software Invasion	
Legger's Ledger	Kemp	14.95	13.80	Wacky Walters	Imagine	6.00	5.00	Gunsmoke	Software Invasion	
Stock Control	Kemp	14.95	13.80	Fallen Fighters	Interceptor	6.00	5.00	Music Processor	Software Invasion	
Purchase Ledger	Kemp	14.95	13.80	Krazy Kong	Interceptor	6.00	5.00	Beeb Art	QuickSilva	
Vahalla	Legend	14.95	13.90	Lazer Zone	Lamasoft	6.00	5.00	The Generator	QuickSilva	
Colossal Adventure	Level 9	9.90	8.89	Matrix	Lamasoft	6.00	5.00	7.95	6.95	
Snowball	Level 9	9.90	8.89	Metagalactic Llamas Battle	Lamasoft	6.00	5.00	7.95	6.95	
Harrier Attack	Martech	5.50	4.50	Practical	MMS	29.95	28.00	7.95	6.95	
Jungle Trouble	Martech	5.50	4.50	Quest of Merravid	Martech	7.95	6.99	7.95	6.95	
The Hobbit	Melbourne House	14.95	13.90	Tornado	Quicksilva	5.95	4.99	7.95	6.95	
Melbourne Draw	Melbourne House	8.95	7.99	Colossal Adventure	Quicksilva	7.95	6.99	7.95	6.95	
Mad Martha II	Microgen	6.95	5.95	Starfighter	Quicksilva	5.50	4.55	7.95	6.95	
Haunted Hedges	Micromega	6.95	5.95	Kemp	Jet Pac	5.50	4.55	7.95	6.95	
Dean Chase	Micromega	6.95	5.95	Micromega	Ultimate	6.00	5.00	7.95	6.95	
Luna Crabs	Micromega	6.95	5.95	Chopper	Live Wire	6.95	5.95	7.95	6.95	
Strike Attack	Micromart	6.95	5.95	Two-Gun Turtle	Psion	8.50	7.50	7.95	6.95	
Battle of Britain	Microgame	5.95	4.99	Xenon-1	IJK Software	8.50	7.50	7.95	6.95	
Use & Learn	Microl	9.95	8.95	Snowball	IJK Software	8.50	7.50	7.95	6.95	
Evolution	Microsphere	6.95	5.99	Level 9	Level 9	9.90	8.90	7.95	6.95	
Omnicalic	Microsphere	9.95	8.95	Colossal Adventure	Level 9	9.90	8.90	7.95	6.95	
Knot in 3D	New Generation	5.95	4.99	Starfighter	Martech	6.95	5.95	7.95	6.95	
Corridors of Genius	New Generation	5.95	4.99	Harrier Attack	Martech	6.95	5.95	7.95	6.95	
3D Tunnel	New Generation	5.95	4.99	The Hobbit	Melbourne House	14.95	13.50	7.95	6.95	
Knots	Ocean	5.90	4.99	Two-Gun Turtle	MC Lothian	6.95	5.95	7.95	6.95	
Mr Wimpey	Ocean	6.90	5.90	Ice Giant	Softex	6.95	5.95	7.95	6.95	
Editor Assembler	Picturesque	8.50	7.50	Achim's Rage	Softex	6.95	5.95	7.95	6.95	
Spectrum Monitor	Picturesque	7.50	6.50	Dracula's Revenge	Softex	6.95	5.95	7.95	6.95	
Hunter Killer	Protex	7.95	6.95	Super Meteors	Softex	6.95	5.95	7.95	6.95	
Airliner	Protex	5.95	4.99	Adventure Double Pack	Cable	9.99	8.95	7.95	6.95	
Fight Simulation	Psion	7.95	6.95	DRAGON				Panic	7.95	6.95
Scrabble	Psion	14.95	13.50	Horace Goes Skating	Cable	8.75	7.75	Cuddly O-Bert	7.95	6.95
Psion	Psion	5.95	4.95	Trace Race	Cable	8.75	7.75	Defends 64	7.95	6.95
Psion	Psion	7.95	6.95	Drone	Cable	8.75	7.75	Interceptor	7.95	6.95
Psion	Psion	7.95	6.95	Transylvanian Tower	Cable	7.75	6.00	Interceptor	7.95	6.95

TO HELP YOU GET FULL ENJOYMENT FROM THESE SOFTWARE BARGAINS, A "SPECIAL" NEW YEAR'S OFFER (for January *ONLY*).

QUICK SHOT JOYSTICK @ £8.95 each or an unbelievable £16.00 per pair, suitable for Atari, Commodore Vic20 and 64 and Spectrum (Interface needed).

**NORMALLY
£11.95 each**

Send orders to **SAVE-IT SOFTWARE**, 83 Neville Road, Luton, Beds LU3 2JG, phone in orders to Luton (0582) 595222

Send orders to SAVE-IT SOFTWARE, 33 Nevins Road, Epsom, Surrey KT19 2EF, phone in orders to Epsom (0345) 300222.	
Name	Please supply me with
Address	1
.....	2
.....	3
.....	4
.....	5
I enclose cheque/PO for £..... payable to Save-It Software or please debit my Access card no.	
SIGNED COST £ p	
Price includes VAT and free delivery Total	

卷之三

210-10000

Price includes VAT
and free delivery

Total

Building bridges . . .

Roy Masefield demonstrates the importance of Newton's third law of motion

I mentioned Newton's three major laws last week and showed the importance of the first in predicting the motions of bodies. The present article concentrates on the third law.

It is the third law that enables us to build large edifices and giant engineering structures in a way that was denied the medieval builders. The idea, embodied in the third law, that action and reaction are equal and opposite, was unknown to the early builders and, as a result, more cathedrals collapsed during or shortly after building than remained standing. A certain amount of headway was made in understanding static forces when the flying buttress was invented, but the real breakthrough came when Newton showed that for any force to be held in equilibrium, an equal and opposite force must be applied. Some people find it hard to believe that if you push against a brick wall, the wall pushes back with the same force. But if you replace the wall by a second person, then it is not at all difficult to see that if he does not push back with an equal force, he will fall over. And, if he pushes back with a greater force, you will fall over!

We can extend the principle to a number of forces all acting at the same point. Let's take just two for a start, as in Figure 1. F_1 and F_2 represent the forces as vectors, ie, their lengths are proportional to the values of the forces. For example, the vector for F_1 could be 5cm to represent a force of 5kg. Now, these two forces can be replaced by a single resultant force (R), found by completing the parallelogram. The stabilising force to produce equilibrium is just one force (E) in the opposite direction, as in Figure 2.

Now, this is easy when there are only two forces. If we have more, then it is easier to consider vertical and horizontal components of the forces. Figure 3(a) shows a force (F) acting at some angle θ to the horizontal, while Figure 3(b) shows the two components $F\cos\theta$ and $F\sin\theta$ in the horizontal and vertical directions (horizontal and vertical are here quite arbitrary — all that matters is that they are mutually at right-angles). You should be able to see that the resultant of these two components is, indeed, our original force F .

If we have a system of several forces, $F_1, F_2, F_3 \dots$ in equilibrium, it follows from the third law that the sum of all the horizontal components must be zero, as must the sum for all the vertical components. So we can write two equations:

$$F_1\cos\theta_1 + F_2\cos\theta_2 + F_3\cos\theta_3 \dots + F_n\cos\theta_n = 0$$

$$F_1\sin\theta_1 + F_2\sin\theta_2 + F_3\sin\theta_3 \dots + F_n\sin\theta_n = 0$$

Such systems of forces will be encountered throughout the engineering world. As an example, take the case of a simple girder construction as in Figure 4. This

structure is supported at the two ends and the load (L) acts at the point shown. Obviously, each support must exert an upward force of $L/2$ to counter the total downward force, otherwise the structure will either sink into the ground or take off.

Each member of the structure will be under either a tensile or compressive force. Compression is indicated by arrows pointing away from each other towards the ends of the member, and tension by arrows pointing towards each other away from the ends.

The calculation of all the forces in the members can be quite tedious, as each point has to be considered separately. We would start at point A , where we have the one known force (F_1) equal to $L/2$, and the two unknown forces U_1 and U_2 at angles θ and zero respectively (see figure 5). So, we can make our two equations:

$$F_1\cos 270^\circ + U_1\cos\theta + U_2\cos 0^\circ = 0$$

$$F_1\sin 270^\circ + U_1\sin\theta + U_2\sin 0^\circ = 0$$

These equations may be solved for U_1 and U_2 . If F is taken as negative for compression, then negative values for the unknowns will imply compression and

positive will mean tension. From point A we can then move on to B , using the value of U_1 as the new F_1 for this point. And so it goes on round the structure.

The accompanying program was developed to make all this work as painless as possible. When Run, you will be asked if you want a single force for equilibrium, or two forces in given directions. Then all the known forces are entered. Angles are in degrees, measured anti-clockwise from the east, and forces acting towards the point are compressions (enter c) and away from the point are tensions (enter t). The printout gives values of the forces and whether they are tensions or compressions and, in the case of the single force for equilibrium, the angle.

Remember, you can have as many known forces acting at the point as you like, but you can't find more than two unknowns at any one point (you try to solve three or more unknowns with only two equations!). Often there is a dilemma over this, but it can usually be resolved if the structure is symmetrical and symmetrically loaded, as the forces in each half will be the same.

The program is written for the Sinclair Spectrum, but will easily adapt for other machines since no gimmicks are used. So go ahead and design your own bridges and lattice towers and outdo Brunel, Telford and co. ■

Newton's Laws for Static Forces in Equilibrium (4)

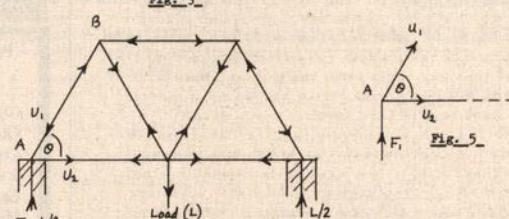
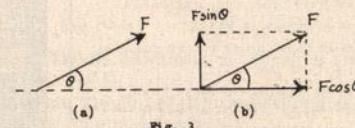
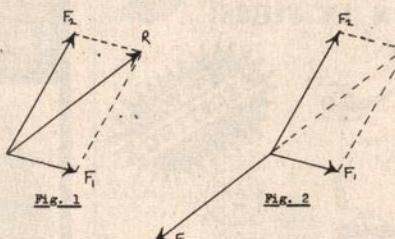


Fig. 4 Note that arrows for the unknowns may be put in arbitrarily, since we will not know if they are tensions or compressions until we run the program.

```

5 REM STATIC FORCES IN EQUILIBRIUM
6 REM @ W.R.Masefield 1983
10 CLEAR : CLS : PRINT TAB 2;"STATIC FORCES IN EQUILIBRIUM": PRINT
20 PRINT "For finding the single force required to give a system of
several forces acting at a point stable equilibrium, enter 1."
30 PRINT : PRINT "For finding the forces in two given members of
rigid structure when all forces in the other members acting at
that point are known, enter 2."
40 IF INKEY$ = "" THEN GO TO 40
50 IF INKEY$ = "2" THEN GO TO 300
60 REM Single force for equilibrium
70 CLS : PRINT TAB 2;"SINGLE FORCE FOR EQUILIBRIUM": PRINT : GO SUB
80: GO TO 140
80 PRINT "Enter known forces as prompted below. Forces towards the
point are compressions; forces away from the point are tensions.
All angles in degrees (0-360) are measured anticlockwise from East"
90 INPUT "No. of known forces?";K: DIM F(K): DIM T(K): LET FC=0:
LET FS=0
100 FOR J=1 TO K: INPUT ("Force F";J;"?");F(j),"Angle?";T(J),
"Compression or tension (c or t)?";F$:
110 IF F$="c" THEN LET T(J)=T(J)* PI /180+ PI : GO TO 130
120 LET T(J)=T(J)* PI /180
130 LET FC=FC+F(J)* COS T(J): LET FS=FS+F(J)* SIN T(J): NEXT J: RETURN
140 LET FE= SQR (FC*FC+FS*FS): LET P= ATN ABS (FS/FC)*180/ PI
150 IF FS >= 0 AND FC >= 0 THEN LET P=P+180
160 IF FS >= 0 AND FC<0 THEN LET P=360-P
170 IF FS<0 AND FC >= 0 THEN LET P=180-P
200 CLS : PRINT "Equilibrium Force="; ABS FE: PRINT TAB 12;
"Angle=";P: PRINT TAB 19;"Tension"
210 LET P=P+180: IF P >= 360 THEN LET P=P-360
220 PRINT TAB 15;"or ";P: PRINT TAB 19;"Compression"
230 PRINT : PRINT "N.B. Tension forces act away from point;
Compression forces act towards point"
240 PRINT AT 21,0;"Press n for new run, s to stop"
250 IF INKEY$ = "" THEN GO TO 250
260 IF INKEY$ = "n" THEN GO TO 10
270 STOP
300 REM Two unknown forces
310 CLS : PRINT TAB 3;"TWO FORCES FOR EQUILIBRIUM": PRINT
320 GO SUB 80
330 INPUT "Angle of unknown force U1?";P1,"Angle of unknown force
U2?";P2
340 LET P1=P1* PI /180: LET P2=P2* PI /180
350 LET U1=(FS* COS P2-FC* SIN P2)/ ( COS P1* SIN P2- COS P2* SIN P1)
360 LET U2=(FS* COS P1-FC* SIN P1)/ ( COS P2* SIN P1- COS P1* SIN P2)
370 IF U1>0 THEN LET F$="Tension"
380 IF U1<0 THEN LET F$="Compression"
390 IF U1=0 THEN LET F$=""
400 IF U2>0 THEN LET G$="Tension"
410 IF U2<0 THEN LET G$="Compression"
420 IF U2=0 THEN LET G$=""
430 CLS : PRINT "Equilibrium Forces:"
440 PRINT TAB 2;"U1="; ABS U1; TAB 21;F$
450 PRINT TAB 2;"U2="; ABS U2; TAB 21;G$
460 GO TO 230

```

Starry, starry night

Maurice Gavin presents a program for the 48K Spectrum which demonstrates how to navigate by the stars

For thousands of years mariners set their course through the night by the stars. Today these methods are regarded as obsolete with the advent of radar, radio beacons and gyroscopes.

The modern gyroscope may have no moving parts — just laser beams constantly "orbiting" around tiny glass prisms — the slightest movement of which is detectable and used to update the craft's position, in three dimensions if necessary.

But, all these systems need a constant supply of electricity to power them. Any sustained power loss and the mariner may have to dust down his old sextant and use the stars again.

The following program outlines the principles of navigation by the stars from the convenience of an armchair. It effectively inverts the problem by accurately animating the appearance of the northern sky for any hour, month and latitude in the northern hemisphere as *Input* by the user. Two constellations — the Plough (Ursa Major) and the "W" (Cassiopeia) act as hands on a giant star clock with Polaris the north (or pole) star marking the centre of the clock for guidance.

To find the observer's latitude is relatively easy — the altitude of Polaris above the horizon in degrees equals the latitude. At the equator (0° latitude), Polaris hovers on the horizon, whilst at the north pole (90° latitude) Polaris is directly overhead at the zenith (marked Z in the screen display).

The observer's longitude to the east or west of a set line (usually the Greenwich Meridian) proved much more difficult. The solution came in 1762 with John Harrison's ship's chronometer which kept accurate Greenwich Time irrespective of its location on Earth. It was only necessary to deduce the local time by the "clock" stars like the Plough and compare it to Greenwich Time to extract the observer's longitude. For example, a difference of six hours between the two "clocks" is equal to precisely 90° of longitude. Today a common quartz watch is a fair substitute for the Harrison chronometer if left to run at Greenwich Time (GMT) whilst the observer travels abroad.

Full use is made of the Spectrum colour in the display with a flashing beacon on the horizon pointing to Polaris. Each "day" has the correct number of hours of daylight and night-time according to the month and latitude selected — the sky colour changing through each shimmering dawn and dusk. A symbolic sun or moon hangs in the sky as appropriate. With increasing latitude, the animation is shifted up the screen and the user is transported from a tropical isle complete with palm trees to a town-scape skyline and finally Arctic iceflows. The program runs in a continuous loop and

a "day" lasts about 40 seconds. The user has four options, via one-touch *Inkey\$* commands, to freeze the animation, *Save* the title "picture" on tape via the *Screen\$* command, to *Copy* the screen to the ZX printer or to rerun for new *Inputs*.

Rem statements are liberally included in the program to indicate its structure. Half the program (from line 2000) contains and handles the three separate sets of data of star positions, hours of daylight (changing the sky colour, etc, at sun-up and sun-down) and the UDG skylines.

A\$ (line 8180) is a mixture from the Spectrum chunky graphics set and UDG *Chr\$* "A" to "F" inclusive. The B\$ string starts with 32 blank spaces and then a mixture of the UDG set and the underline sign (symbol shift 0) to denote the horizon together with a few minus signs (symbol shift J). The final skyline in the C\$ string uses chunky graphics, UDG and *Chr\$* 95.

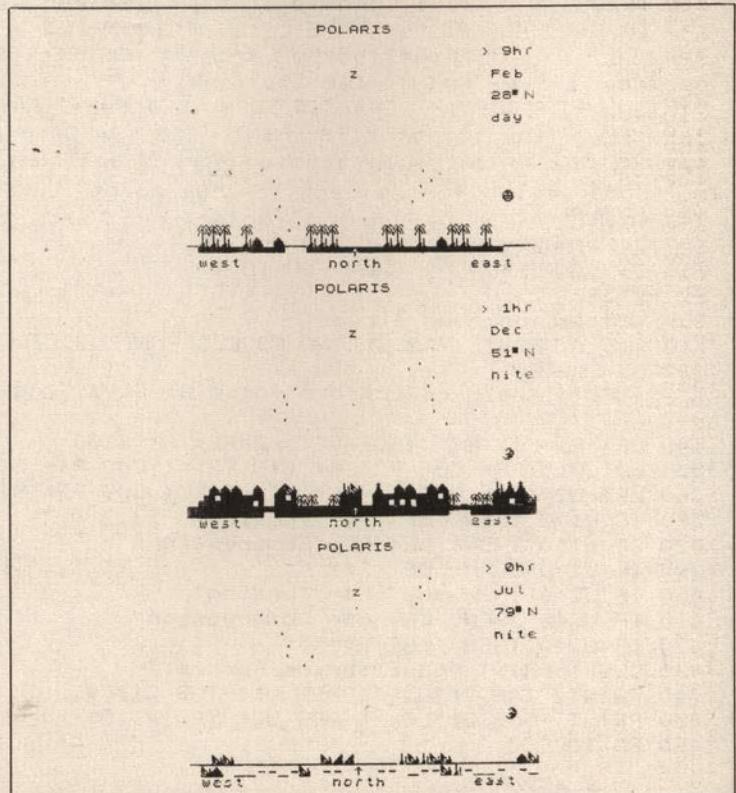
Please note that some of the UDG *Chr\$* are shared within apparently totally different skylines and this is fully acceptable if they are carefully designed for a dual role. For example, the "sloping rooftops" be-

come "icebergs" and the "palm tree trunks" become "chimney pots".

In order to speed up the plotting of the two star patterns (Ursa Major and Cassiopeia) in line 350, all the x and y co-ordinate positions of the 12 stars in 24 separate positions (for each hour of the day) are calculated into the c and d arrays from lines 2130 to 2200 inclusive. This, together with the rest of the *Data*, takes about a minute to *Read* — line 2070 provides a reminder that all is well — when the program is *Run*. When the program is *Saved* (*Goto* 9990) it automatically starts on *Loading* (via line 9990) and skips the bulk of the *Data* as this is now contained in the tape program.

The main f loop for plotting the star positions contains two nested loops, eg, z and n. The n loop does the actual plotting and only contains five lines of instructions so as not to slow down the animation. One of the instructions is the *Inkey\$* command, which has its own subroutine from line 430 to 510. The *Poke* 23658, 8 in line 60 sets the *capital lock*, thus abbreviating the *Inkey\$* selection.

The z loop effectively switches the *Over* command "on" and "off" so that the stars are sequentially plotted then unplotted with a brief *Pause* again controlled by the value of the z loop. Variables S and S1 in line 260 and 270 determine the hour of sunset and sunrise with separate subroutines. ■



```

10 REM ****POLARIS-the North Star****
* Maurice Gavin - 1983
* ****
20 GO SUB 2000: REM star data
30 GO SUB 7000: REM daylight
40 GO SUB 8000: REM UDGskyline
50 REM -----
60 BRIGHT 1: POKE 23656,8
70 BORDER 0: PAPER 1: INK 9
80 CLS : INPUT "Your latitude(0-90):";yy: LET LT=1+INT (yy/10):
IF yy<0 OR yy>90 THEN GO TO 80
90 INPUT "Month(1-12)";M: IF M
<1 OR M>12 THEN GO TO 90
100 REM -----
110 LET y2=yy*1.4+17: LET d$=a$:
120 IF yy>70 THEN LET d$=b$:
130 IF yy<30 THEN LET d$=c$:
140 LET M=INT M
150 LET sunh=M,LT)
160 LET S=12+sun: LET S1=12+sun
170 LET M$="JanFebMarAprMayJunJun
JulAugSepOctNovDec" (M$3-2 TO M$3)
180 PLOT x,y2: LET Y3=y2-y
190 LET M2=M*2: LET M3=M2+17
200 IF M3>24 THEN LET M3=M3-24
210 LET f=1: GO SUB 1500
220 REM -----
230 REM main loop
240 REM -----
250 FOR f=1 TO 24: OVER 1
260 IF S=y-1 THEN GO SUB 1400
270 IF S1=f-1 THEN GO SUB 1500
280 PRINT OVER 0,AT 2,28,(" A".
ND f<10); f-1,"hr"
290 LET f=f+M3
300 IF f>24 THEN LET f=f-24
310 FOR z=0 TO 1: FOR n=1 TO 12
320 IF INKEY$(>"") THEN GO SUB 4
330 LET y1=d(f1,n)+y3: IF y1<17
OR y1>174 THEN GO TO 380
340 REM -----
350 PLOT c(f1,n),y1: DRAW 0,1
360 PLOT OVER 0,x,y2: DRAW 0,1
370 REM -----
380 NEXT n: PAUSE 50-(49 AND Z=
1): NEXT z: BEEP .1,f+20: NEXT f
390 GO TO 250: REM repeat loop
400 REM -----
410 REM inkeys commands
420 REM -----
430 LET x$=INKEY$
440 IF x$="R" THEN GO TO 70
450 IF z=1 AND n=1 THEN GO SUB
480
460 RETURN
470 REM -----
480 IF x$="Z" THEN GO TO 320
490 IF x$="C" THEN COPY
500 IF x$="S" THEN INPUT "press
ENTER to save Picture"; LINE z$;
SAVE STR$ INT yy+w$SCREEN$;
510 RETURN
1000 REM -----
1010 REM print screen
1020 REM -----
1030 PRINT AT 0,0; PAPER 4;""
POLARIS - the North Star
1040 PRINT AT 8,28; INT yy;CHR$ 1
30;"N";AT 4,28;M$;AT 4,16;"Z"
1050 PRINT INK ink; PAPER P$;AT
18,0,d$: FLASH 1; PAPER P$;INK 1
;AT 20,15;"^";AT 2,27;">"
1060 PRINT AT 21,0; PAPER Pa-(1
AND d$=a$); "west" north
east "
1070 PRINT #0; INK 4;"Hold free
e: Screen$: Copy: Sun": RETURN
1400 REM -----
1410 REM dawn/daylight display
1420 REM -----
1430 FOR d=1 TO 5: PAPER d: PAUS
E 5: CLS : NEXT d: LET Pa=d-1
1440 PRINT AT 8,28; PAPER 6; FLA
SH 1;"day ";AT 15,29;CHR$ 150
1450 LET ink=1+(8 AND d$=b$)
1460 GO SUB 1000: RETURN
1500 REM -----
1510 REM dusk/night display
1520 REM -----
1530 FOR d=5 TO 1 STEP -1: PAPER
d: CLS : NEXT d: LET Pa=d+1
1540 PRINT AT 8,28; FLASH 1; PAP
ER 6;"nite";AT 15,29;CHR$ 151
1550 LET ink=0+(7 AND d$=b$)+14
AND d$=c$): GO SUB 1000: RETURN
2010 REM Cassiopeia & Plough
stars' hour angle+declination
2020 REM -----
2030 DATA 2,69,10,56,14,61,21,60
2040 REM -----
2050 DATA 165,62,165,57,178,54,1
2060 DATA 57,193,56,201,55,207,49: REM
Ursa Major (the Plough)
2070 PRINT FLASH 1;"Read data."
2080 REM -----
2090 REM calc stars' orbits
around Polaris
2100 REM -----
2110 LET r=180/PI: LET z=0
2120 LET x=123: LET y=80
2130 DIM c(24,12): DIM d(24,12)
2140 FOR f=1 TO 24: RESTORE 2030
2150 FOR n=1 TO 12: READ a,b
2160 LET AA=360-a/r+z
2170 LET AB=(b-90)*1.7
2180 LET c(f,n)=x+COS AA*AB
2190 LET d(f,n)=y+SIN AA*AB
2200 NEXT n: LET z=z+.25: NEXT f
2210 RETURN
2220 REM -----
2230 REM daylight hours/latitude
2240 REM -----
2250 DATA 8,8,5,5,4,4,3,2,0,0
2260 DATA 6,6,6,6,5,5,5,5,4,4,0
2270 DATA 6,6,6,6,6,6,6,6,6,6,6
2280 DATA 6,6,6,6,7,7,7,8,8,8,12
2290 DATA 6,6,7,7,8,8,9,10,12,12
2300 DATA 6,6,7,7,8,9,10,11,12,12
2310 DATA 6,6,5,4,3,2,1,0,0,0
2320 REM -----
2330 DIM h(12,10)
2340 FOR n=1 TO 6: FOR f=1 TO 10
2350 READ hr: LET h(n,f)=hr
2360 LET h(12-n,f)=hr
2370 NEXT f: NEXT n
2380 FOR f=1 TO 10: READ h1
2390 LET h(12,f)=h1: NEXT f
2400 RETURN
2410 REM -----
2420 REM UDG skyline/sun/moon
2430 REM -----
2440 RESTORE 2040
2450 DATA 0,16,56,124,254,254,25
2460 DATA 255: REM rooftop
2470 DATA 38,59,148,178,90,85,14
2480 DATA 9,144: REM tree
2490 DATA 15,15,18,18,18,26,58,1
2500 DATA 23: REM chimneys or tree trunks
2510 DATA 8,28,8,28,28,52,52,127
2520 REM church steeple
2530 DATA 128,192,226,242,203,11
2540 DATA 1,159,255: REM icebergs
2550 DATA 1,3,7,14,31,53,127,255
2560 DATA 1,44: REM roof or iceberg
2570 DATA 60,126,147,219,239,219
2580 DATA 102,60: REM UDG sun (daytime)
2590 DATA 28,38,7,9,63,14,158,12
2600 REM UDG moon (night-time)
2610 REM -----
2620 FOR n=144 TO 151
2630 FOR f=0 TO 7: READ d
2640 POKE USA CHR$ n+f,d
2650 NEXT f: NEXT n
2660 REM -----
2670 LET A$=" AAA A FE CE D
AA AA CDD BBB B BBB B
BB B BBB CCC CA A CCC
C C ACC C": REM townscape
2680 LET B$=" EE EEE EFF
CECEE AE EA --E --
--EC-- : REM arctic seas
2690 LET C$=" BBB B BBB B
BB B BBB CCC CA A CCC
C C ACC C": REM tropic isle
2700 RETURN
2710 REM -----
2720 REM -----
2730 SAVE "polestar" LINE 40

```

TURN YOUR PROGRAMME UPSIDE DOWN

Now you can add another dimension to your games.
Swap direction, swap functions, confuse your friends.
In fact you can add almost any twist to your games with
Stonechip's Programmable Joystick Interface.

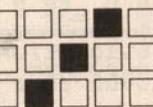
You can also listen to them
with Stonechip's Echo Amplifier.



Programmable Joystick Interface. This also enables any Spectrum software to be used with a joystick, irrespective of which keyboard keys have been chosen for function.

Programming is easy using only a single switch. Switch one way to program and another way to play. No tapes to load or links to worry about — all programming is achieved by hardware. Used with Atari-compatible joysticks. Simply plugs into rear expansion port of ZX-Spectrum. No other connections to make, no additional power supply required.

Echo Amplifier. How would you like to listen to the sound output from your ZX-Spectrum without ear strain? The Stonechip Echo amplifier can do this for you as well as easing the tedium of saving or loading of tapes and enlarging the range of tape recorder compatibility with the computer. The amplifier has volume control over a range adequate for most uses, and a tone control for harsh or mellow sounds. A switched interface removes the need to swap leads during 'SAVE'ing or 'LOAD'ing. Leads are left connected all the time and the desired function is selected on the three position switch by the user. Use of the 'CUE' facility enables an audio cue to precede the program being 'SAVE'd' on tape, a decided advantage when searching through a multi-program tape. The Echo simply plugs into the Ear, Mic and Power sockets of the computer and does not require an additional power supply. The expansion port at the rear of the computer is left free for use with other peripherals and the unit is housed in an attractive case custom designed to complement the ZX-Spectrum.

STONECHIP 
ELECTRONICS

Stonechip Ltd, Brook Trading Estate, Deadbrook Lane, Aldershot, Hants. GU12 4XB. Tel: (0252) 318260

To: Stonechip Electronics, Unit 9, The Brook Industrial Estate, Deadbrook Lane, Aldershot, Hants.
Telephone: (0252) 318260.
Please forward me the following products:

All prices are inclusive of VAT, Post & Packing for U.K. deliveries (overseas add. 15%).
Name: _____
Address: _____

DEALER ENQUIRIES WELCOME
Delivery approx. 14 days




The die is cast

John Law presents Rainbow Towers — a dice game using colour and sound

This is a dice game for up to four players. It uses low graphics with colour and sound, and a demonstration option is included for first time users. The number of moves taken by each player is recorded.

Notes

10	Initial set up of parameters
60-120	Titles
130	Computer demonstration Y/N
140-170	Input players names
180-330	Print play rods
340-630	Main play loop

380-390	Random colour generation
400-420	Print colour
430	Checks colour for next required
450-550	Move colour down rod if match
560	Sets next colour indicator
570	Checks for winner and prints moves
630-650	Closedown

Variables

PL	Number of players
AS(I)	I=1...PL Players names
N(I)	I=1...PL Next colour indicator
PQ	Final position for printing matched colour
DS	Rainbow string for titles

```

10 GOSUB 660
20 REM RAINBOW TOWERS
30 REM....BY John Law
40 REM....November 1983
50 CLS
60 PRINTE$":PRINT" R A I N B O W
T O W E R S":PRINTE$"
70 PRINT"GAME FOR A MAXIMUM OF
4 PLAYERS"
80 PRINT:PRINT"A 6 COLOURED DICE
THROWN IN TURN"
90 PRINT"ORDER COLOURS TO
BE PUT ON RODS"
100 PRINT:PRINT"RED":CHR$(143+C(1))
;"....BLUE":CHR$(143+C(2))"
....ORANGE":CHR
$(143+C(3))
110 PRINT"YELLOW":CHR$(143+C(4))
;"....BLACK":CHR$(143+C(5));".....
WHITE":CHR$(1
43+C(6))
120 PRINT:INPUT"COMPUTER DEMONSTRATION
Y/N":YN$
130 IFYN$="Y" GOTO 750
140 CLS:PRINTE$":INPUT"HOW MANY PLAYERS
(MAX 4)":PL:IF PL<0ORPL>4GOTO140
150 FORI=1TOPL
160 LINE INPUT"PLAYERS NAME ";A$(I)
:A=LEN(A$(I)):IF A>6 THEN A$(I)
=LEFT$(A$(I),6)
170 NEXTI
180 CLS
190 FOR J=0TO383STEP32
200 FOR I=1TOPL
210 PS=J+2+(I-1)*8
220 PRINT@PS,CHR$(138+C):CHR$(133+C):
230 NEXTI,J
240 FOR I=1TOPL
250 PS=384+1+(I-1)*8
260 FOR J=1TO4
270 PRINT@PS+J-1,CHR$(128):
280 NEXTJ
290 PRINT@PS+64,A$(I):
300 NEXTI
310 IF DEMO<>1THEN PRINT@480,
"press"+CHR$(128)+"any"+CHR$(128)
+"key"+CHR$(128)-
"for"+CHR$(128)+"next"+CHR$(128)
+"throw ";
320 FORI=1TOPL
330 N(I)=1:NEXTI
340 REM MAIN PLAY LOOP
350 FORJRL=1TOPL
360 REM RETURN TO BACKGROUND COLOUR
370 PRINT@416,S$;

```

```

380 R(JRL)=RND(6)
390 HI=C(R(JRL))
400 HJ=HI
410 IFHI<0THENHI=-13:HJ=-14
420 PRINT@416+2+(JRL-1)*8,CHR$(141+HI)
:CHR$(142+HJ):
430 IF R(JRL)<>N(JRL)THEN SOUND1,1:
GOTO 580
440 REM MATCH COLOUR REQUIRED
450 PQ=(13-(R(JRL)*2)):PZ=PQ*32
460 PZ=PZ+(JRL-1)*8
470 CC=143+(C(N(JRL)))
480 PQ=(PZ-1)*32:PQ=PQ+(JRL-1)*8
490 REM PRINT FROM MOVES DOWN RODS
500 FOR MM=2+(JRL-1)*8TOPO+2STEP32
510 IF MM=32 THEN PRINT@MM-32,
CHR$(138+C):CHR$(133+C):
520 PRINT@MM,CHR$(CC):CHR$(CC):CHR$(CC):
530 PRINT@MM+32,CHR$(CC):CHR$(CC):
540 SOUND255-(MM/2),1
550 NEXTMM
560 N(JRL)=N(JRL)+1
570 IF N(JRL)>6 THEN PRINT@416+
(JRL-1)*8,
"WINNER":PRINT" ";:PLAY"
ABCDEDCBA":FOR
LKJ=1TO500:NEXTLKJ:GOTO630
580 IF DEMO=1THEN FORTT=
1TO300:NEXTTT:GOTO600
590 B$=INKEY$:IF B$=""GOTO590
600 NEXT JRL
610 MOVES=MOVES+1
620 GOTO350
630 PRINT@480," ";MOVES+1;"MOVES...
ANOTHER GAME Y/N":INPUT Y$:
IF Y$<>"Y" THEN GOTO640
640 CLS:FORI=1TO54:PRINTD$::NEXT:
PRINT@200,"G O O D B Y E";
650 END
660 D$=CHR$(128)+CHR$(143):FOR
I=1TO6:D$=D$+CHR$(143+(16+I)):NEXTI
670 E$=D$+D$+D$+D$:
680 FORI=1TO54:PRINTD$::NEXTI
690 PRINT@200,"RAINBOW TOWERS";
700 S$=STRING$(32,143)
710 C=0:C(1)=48:C(2)=32:C(3)=
112:C(4)=16:C(5)=-15:C(6)=64
720 MOVES=0
730 FORI=1TO2500:NEXTI
740 RETURN
750 REM SET UP DEMO PARAMS
760 DEMO=1
770 PL=4:A$(1)="FIRST":A$(2)="SECOND"
:A$(3)="THIRD":A$(4)="FOURTH"
780 GOTO180

```

LUNAR JETMAN - 48K ZX Spectrum

LUNAR JETMAN - For the 48K Sinclair ZX Spectrum

LUNAR JETMAN The Ultimate Intergalactic G.A.S. (Graphic Arcade Simulation) Adventure Space Battle

LUNAR JETMAN - Arcade standard, 100% machine code, incredible sound effects, amazing smooth high resolution graphics, the totally new addictive concept and all those extra features you expect from the **ULTIMATE** games people.

Design - The **ULTIMATE PLAY THE GAME** design team.

PSSST - 19/48K ZX Spectrum



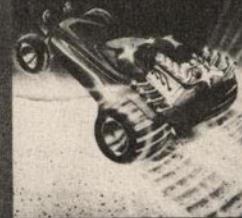
LUNAR JETMAN



COOKIE - 16/48K ZX Spectrum



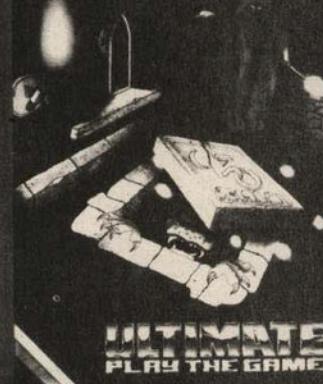
TRANZ AM



TRANZ AM - 16/48K ZX Spectrum



ATIC ATAC



ULTIMATE PLAY THE GAME - 19/48K ZX Spectrum with 48K Expanded VIC 20

The 8 games of **ULTIMATE PLAY THE GAME** available from **W.H. SMITHS, BOOTS, JOHN MURKIES, LASKYS, SPECTRUM CENTRES**, other large department stores and all good major software retailers. Alternatively, send the coupon to **ULTIMATE PLAY THE GAME** for immediate free patch by return, subject to availability.

£5.50 each including VAT, first class postage and packing within UK.

ULTIMATE PLAY THE GAME is a Trade name of Ashby Computers & Graphics Ltd.
The Green, Ashby de la Zouch, Leicestershire, LE6 5JU

ATIC ATAC - 48K ZX Spectrum

Dealer enquiries welcome. Phone (0530) 411485

Postage coupon to:
ULTIMATE PLAY THE GAME, The Green, Ashby de la Zouch, Leicestershire, LE6 5JU

Please rush me the following:

LUNAR JETMAN
 COOKIE
 JET PAC (8K Expanded VIC 20)

ATIC ATAC
TRANZ AM

JET PAC
PSSST

Enclose cheque/PO for £

Name

Address

Post Code



Unlock Your Imagination

SCOPE

Computer Graphics Language

- ★ A VERY POWERFUL, TRUE MULTITASK LANGUAGE
- ★ AS FAST AS MACHINE CODE
- ★ SIMPLER THAN BASIC

Write Machine Code in a fraction of the time currently required

SCOPE is available from most good quality dealers and selected branches of

WHSMITH

For details of how to get your games published
please contact ISP Marketing Ltd

TECHNICAL DETAILS

SCOPE is a fully structured multitask language specifically for writing *graphics, animation and sound*. Being fully compatible with BASIC it is ideal for writing both arcade and adventure style games. Additionally, with SCOPE present in high memory it can be used as an assembler with SCOPE words as plain language mnemonics. Therefore no knowledge of machine code is required. The language is extremely easy to comprehend and is very powerful indeed providing many features not available from BASIC.

SCOPE HAS TO BE USED TO BE BELIEVED

48K SPECTRUM



PRICE

£11.95

CLIP THE COUPON NOW AND UNLOCK YOUR IMAGINATION
Post to: ISP Marketing Ltd, Crown House, 380 High Street, Godalming, Surrey
Tel: Godalming (0486) 24151. Please enclose a
graphics language tape and instruction manual at £11.95 (p&p free).
(Cheques payable to ISP Marketing Ltd)

Block capitals please

Name _____
Address _____

Dealer Enquiries
Welcome



IT'S HERE. ANDROID TWO IN 3D.

A NEW DIMENSION IN EXCITEMENT FROM VORTEX SOFTWARE.

Stop the advance of the Millitoids. Survive the maze of death, rationalise the paradox zone and overcome the dangers encountered in the flatlands.

Achieve this and return to the transporter capsule before the deadline. But beware. There are lethal Hoverdroids, Bouncers and land mines everywhere.

3D full colour graphic effects, machine code fast action and multi-screen wraparound zones make Android Two a mindblowing action game.

SEEK OUT ANDROID TWO AT
ALL THE BEST DEALERS.

Vortex are always seeking exciting new programs. Contact us or send sample.



PLEASE RUSH ME:

SPECTRUM 48K

KEYBOARD/JOYSTICK OPTION

ANDROID TWO(S) £5.95 EACH

TOTAL VALUE

£

Enclose PO/cheque payable to VORTEX SOFTWARE

NAME

ADDRESS

Send to mail order address:
VORTEX SOFTWARE 280 BROOKLANDS ROAD MANCHESTER M23 9HD.

DEALER ENQUIRIES WELCOME

School tables

Simon Pithers presents a utility program for those people who constantly mislay their school timetable

This is a utility program for printing out your school timetable; very useful if you keep losing it. The program is very easy to use for inputting the data for the timetable.

Program notes

Program variables

A\$: holds user's name for timetable title.
TABLE\$(5,8): holds week's lessons.

DAYS: for day number.
PERIOD: for period number.

Program Procedures

PROCtitle: prints titles.
PROCsetup: sets up arrays and variables.
PROCinputdata: for week's lessons data.
PROCdumpdatatoprinter: dumps screen picture of timetable to Epsom printer or any other printer.
PROCCagain: run program again Y/N.

```

LIST
10REM ****
20REM ** TIMETABLE PRINTER **
30REM ** Copyright (c)1983 **
40REM ** Simon C. Pithers **
50REM ****
60MODE7:PROCtitle
70PROCsetup
80CLS:DIM TABLE$(5,8):PROCinputdata
90MODE3:PROCdumpdatatoprinter
100PROCCagain
110END
120DEF PROCtitle
130PRINTTAB(7,8);CHR$130;CHR$141;"TIMETABLE PRINTER";
140PRINTTAB(7,9);CHR$130;CHR$141;"TIMETABLE PRINTER";
150PRINTTAB(9,12);CHR$134;"By S. C. Pithers."
160PRINT ''
170INPUT"ENTER NAME",A$:IFLEN(A$)>32 GOTO170
180PRINT"PLEASE TURN PRINTER ON NOW"
190Q=INKEY 300
200VDU2,1,27,1,69,1,14:PRINTA$;" TIMETABLE."
210PRINT ''
220VDU3
230ENDPROC
240DEF PROCinputdata
250PRINTTAB(1,13);"FUNCTION KEYS:"
260PRINTTAB(1,14);"F0 DRAMA F1 MATHS F2 ENGLISH"
270PRINTTAB(1,15);"F3 ECONOMICS F4 FRENCH F5 BIOLOGY"
280PRINTTAB(1,16);"F6 CHEMISTRY F7 P.E. F8 PYHSICS "
290PRINTTAB(1,17);"F9 GERMAN CURSOR KEYS"
300PRINTTAB(1,18);"LEFT COMPUTERS RIGHT MUSIC"
310PRINTTAB(1,19);"DOWN TEC-DRAW UP ART"
320FOR DAYS=1 TO 5
330FOR PERIODS=1 TO 8
340PRINTTAB(5,2);CHR$134;"DAY ";DAYS
350PRINTTAB(1,4+PERIODS);CHR$133;"ENTER PERIOD ";PERIODS;"'S LESSON";
    CHR$130; : INPUT TABLE$(DAYS,PERIODS);:PRINT"      "
360IF LEN(TABLE$(DAYS,PERIODS))>10 GOTO350
370NEXT
380FORX=4TO12:PRINTTAB(0,X);"
390NEXT                                         ":NEXT
400ENDPROC
410DEF PROCdumpdatatoprinter
420CLS
430VDU2,1,27,1,69
440PRINT"*****"
450PRINT"** PERIOD * MONDAY * TUESDAY * WEDNESDAY * TURSDAY *FRIDAY"
460PRINT"*****"
470PRINT"*** 1 ***";TABLE$(1,1);SPC(10-LEN(TABLE$(1,1)));";*";TABLE$(2,1);
    SPC(11-LEN(TABLE$(2,1)));";*";TABLE$(3,1);SPC(13-LEN(TABLE$(3,1)));";*";

```

SCREENPLAY

134 St. Vincent Street, Glasgow G2 5JU. Telephone 041-248 2481

CHICKAROO: A word recognition game for children. Find the missing letter in the name of this game which can be used by up to four players.

PIRATES: A childrens game based on word recognition. Identify the concealed word before you reach the end of the plank or else face the perils of the deep. A vocabulary of 100 words is supplied with both of these games, however, parents have the option of adding their own data files.

BBC EDUCATIONAL

MAD MONTY: It's mealtime for MONTY the MAD python and frogs are on the menu! Guide him round the garden gulping frogs and munching magic mushrooms — beware those toadstools and if you keep your cool mouse may be on the menu.

THE ANIMATOR: The perfect DRAGON graphics tool allows you to define your own characters and then make them spring to life on the screen. The animated routine can then be saved on tape and combined with others to create your own games.

DRAGON 32

THE ILLUSTRATOR: A graphics design package which can be used in a graphics Modes 1 or 2 to generate full colour illustrations on the screen of your micro. This package allows graphics and text to be mixed on screen and saved on tape for later use.

MAD MONTY: A fast and furious version of the snake in the garden game for the MODEL B BBC MICRO. Monty — the well known python — lives in a garden inhabited by juicy flowers. Help him munch his lunch but mind those rocks and walls!

BBC GAMES AND UTILITIES

MAD MONTY: This version of the snake game has 7 screen layouts and five speeds from sublime to ridiculous. Monty munches frogs for lunch and is partial to the odd mouse for afters.

COMING SOON: Complete machine code toolkit for the 64. Assembler, Disassembler, Monitor, Hex dump.

COMMODORE 64

SCREENPLAY SOFTWARE MORE FUN THAN GAMES

Our range of software includes games but we believe that your micro should do more than test your reflexes. For example, **CHICKAROO** and **PIRATES** are educational products designed to help you extend your childrens' vocabulary.

THE ILLUSTRATOR turns your TV screen into an electronic canvas. The only limit is your imagination. **DRAGON** users are you bored with other people's games? Let **THE ANIMATOR** help you create your own.

LIBERATE YOUR MICRO WITH SCREENPLAY SOFTWARE

BBC	TICK	PRICE
CHICKAROO	<input type="checkbox"/>	£7.95
PIRATES	<input type="checkbox"/>	£7.95
THE ILLUSTRATOR	<input type="checkbox"/>	£9.95
MAD MONTY	<input type="checkbox"/>	£7.95
DRAGON 32		
THE ANIMATOR	<input type="checkbox"/>	£9.95
MAD MONTY	<input type="checkbox"/>	£7.50
COMMODORE 64		
MAD MONTY	<input type="checkbox"/>	£6.50

Please send me the products I have marked.

Send to:

Name

Address

I enclose Cheque/P.O. to the value of £

made payable to Screenplay.

SCREENPLAY, 134 St. Vincent St., Glasgow G2

ALLOW 14 DAYS FOR DELIVERY.

```

TABLE$(4,1);SPC(11-LEN(TABLE$(4,1)));";*";TABLE$(5,1);SPC(10-LEN(TABLE$(
(5,1)));";*"
480PRINT"*** 2 ***";TABLE$(1,2);SPC(10-LEN(TABLE$(1,2)));";*";TABLE$(2,2);
SPC(11-LEN(TABLE$(2,2)));";*";TABLE$(3,2);SPC(13-LEN(TABLE$(3,2)));";*";
TABLE$(4,2);SPC(11-LEN(TABLE$(4,2)));";*";TABLE$(5,2);SPC(10-LEN(TABLE$(
(5,2)));";*"
490PRINT"*** 3 ***";TABLE$(1,3);SPC(10-LEN(TABLE$(1,3)));";*";TABLE$(2,3);
SPC(11-LEN(TABLE$(2,3)));";*";TABLE$(3,3);SPC(13-LEN(TABLE$(3,3)));";*";
TABLE$(4,3);SPC(11-LEN(TABLE$(4,3)));";*";TABLE$(5,3);SPC(10-LEN(TABLE$(
(5,3)));";*"
500PRINT"*** 4 ***";TABLE$(1,4);SPC(10-LEN(TABLE$(1,4)));";*";TABLE$(2,4);
SPC(11-LEN(TABLE$(2,4)));";*";TABLE$(3,4);SPC(13-LEN(TABLE$(3,4)));";*";
TABLE$(4,4);SPC(11-LEN(TABLE$(4,4)));";*";TABLE$(5,4);SPC(10-LEN(TABLE$(
(5,4)));";*"
510PRINT"*** 5 ***";TABLE$(1,5);SPC(10-LEN(TABLE$(1,5)));";*";TABLE$(2,5);
SPC(11-LEN(TABLE$(2,5)));";*";TABLE$(3,5);SPC(13-LEN(TABLE$(3,5)));";*";
TABLE$(4,5);SPC(11-LEN(TABLE$(4,5)));";*";TABLE$(5,5);SPC(10-LEN(TABLE$(
(5,5)));";*"
520PRINT"*** 6 ***";TABLE$(1,6);SPC(10-LEN(TABLE$(1,6)));";*";TABLE$(2,6);
SPC(11-LEN(TABLE$(2,6)));";*";TABLE$(3,6);SPC(13-LEN(TABLE$(3,6)));";*";
TABLE$(4,6);SPC(11-LEN(TABLE$(4,6)));";*";TABLE$(5,6);SPC(10-LEN(TABLE$(
(5,6)));";*"
530PRINT"*** 7 ***";TABLE$(1,7);SPC(10-LEN(TABLE$(1,7)));";*";TABLE$(2,7);
SPC(11-LEN(TABLE$(2,7)));";*";TABLE$(3,7);SPC(13-LEN(TABLE$(3,7)));";*";
TABLE$(4,7);SPC(11-LEN(TABLE$(4,7)));";*";TABLE$(5,7);SPC(10-LEN(TABLE$(
(5,7)));";*"
540PRINT"*** 8 ***";TABLE$(1,8);SPC(10-LEN(TABLE$(1,8)));";*";TABLE$(2,8);
SPC(11-LEN(TABLE$(2,8)));";*";TABLE$(3,8);SPC(13-LEN(TABLE$(3,8)));";*";
TABLE$(4,8);SPC(11-LEN(TABLE$(4,8)));";*";TABLE$(5,8);SPC(10-LEN(TABLE$(
(5,8)));";*"
550PRINT"*****"
560PRINT' . . . .
570VDU3
580INPUT "ANOTHER COPY Y/N ";A$
590IF A$="Y" THEN 420 ELSE ENDP
600ENDP
610DEF PROCsetup
620*FX4,2
630*KEY1 DRAMA!M
640*KEY1 MATHS!M
650*KEY2 ENGLISH!M
660*KEY3 ECONOMICS!M
670*KEY4 FRENCH!M
680*KEY5 BIOLOGY!M
690*KEY6 CHEMISTRY!M
700*KEY7 P.E.!M
710*KEY8 PHYSICS!M
720*KEY9 GERMAN!M
730*KEY12 COMPUTERS!M
740*KEY13 MUSIC!M
750*KEY14 TEC-DRAW!M
760*KEY15 ART!M
770ENDP
780DEF PROCagain
790VDU22,7
800PRINT' . . . :PRINT"ENTER Y IF YOU WISH TO RUN PROGRAM AGAIN":A$=GET$:IF
A$="Y"
RUN ELSE END:ENDP
810ENDP

```

SPECTRUM OWNERS! NOW AVAILABLE



FOX ELECTRONICS LTD.

THE ULTIMATE IN JOYSTICK INTERFACES

THE FOX PROGRAMMABLE INTERFACE — AN INTERFACE
WITH:

- ★ Complete compatibility with all programs.
- ★ In-built memory to store up to 16 different games keysets at one time.
- ★ Battery back-up so no loss of memory after power off.
(Battery recharged during use so no replacements are required).
- ★ One switch only for simplicity of use.
- ★ Full casing.
- ★ Through port for further expansion.
- ★ Proven compatibility with the microdrive.
- ★ Built-in pseudo Rom facility with Rom for personnel tool kit.
- ★ Compatible with all Atari-type joysticks.

The superior interface without awkward trailing leads, just plug in and start your game.



LAUNCH PRICE ONLY £28.50 INCL

Or as a special offer until Christmas buy the interface and either of the two joysticks below for £37.00 incl

48k SPECTRUM UPGRADES ONLY £21.00

INCLUSIVE (Issue 2 machines only)

A high quality kit at a new low, low price which simply plugs into existing socket within your Spectrum, no soldering is required and step by step instructions are supplied.

PROBABLY THE BEST KIT AVAILABLE AT DEFINITELY THE LOWEST PRICE, 16K TO 48K IN ONE EASY STEP.

JOYSTICKS

The Quickshot Joystick or the Triga-Command

The Dual
Fire Button
Quickshot
only

£11.95 Incl
with Atari-type plug



The No 1
Best Seller
Joysticks in
the USA
only

£12.50 Incl
with Atari-type plug



SEND NOW TO

FOX
ELECTRONICS



CALLERS
WELCOME

PLEASE SEND ME
SPECTRUM JOYSTICK INTERFACE
ORIC INTERFACE
QUICKSHOT-TRIGA COMMAND JOYSTICK

I enclose £ B/C No

Name

Address

141 ABBEY ROAD, BASINGSTOKE, HANTS. TEL: 0256 20671



Getting the message

Boris Allan investigates the different functions of the *input* command

INPUT This command shares many features in common with *Read*, particularly the importance of commas, quotes, and colons.

Following the word *Input*, there may be a string to identify the input required, eg:

```
10 INPUT "TESTING"; A$
```

and two extra lines help to investigate the *Input* command.

```
20 PRINT A$  
30 GOTO 10
```

So try the following inputs

```
J  
J,  
.J  
.J:  
";J,"
```

For the first entry *J* is printed, as with the second entry — though with the information *?Extra Ignored*. The routine to accept values for *Input* considers that the comma is a separator, and thus the user has entered two values. Only one value is expected, and so the extra value is ignored (it is not possible to store up values for later *Inputs*).

To the third entry a null string is printed, and the extra (ie, *J* in this case) is ignored. As the first item the routine encounters is a comma, it assumes a null input. The fourth entry shows that the colon has a similar effect to the comma, as *J* is printed and the extra ignored.

The fifth input (ie, *J*) is output exactly as that (ie, *J*). The semicolon is not a separator; in fact, it is treated as an ordinary character.

The final entry shows the use of the double quotes to make the routine aware that the following set of characters is just that, a set of characters. If there is a comma (etc) in the set, it is to be counted. In this case the output is *J*.

To illustrate a bug in the *Input* routines, merely hit *Return* after the last item, and the string output is *J*, again. Hitting *Return* on *input* does not enter the null string, but the string contains its previous value.

The use of quotes in *Input* allows the input of graphics commands, such as *Clr*, and in this respect the situation has much in common with *Print*.

Change two lines in the program:

```
10 INPUT "TESTING"; A$  
20 PRINT A$  
30 GOTO 10
```

and then enter:

```
1  
2E3
```

```
2.  
.8  
5:  
2/3
```

The first is non-problematical, and 1 is output; the second entry is also without any problems, and 2000 is output. The third entry gives *?Extra Ignored*, and then the answer 2 (the fifth entry 5: is similar). The result of entering the fourth entry is *?Extra Ignored* and the value of *A* output is 0 — the comma is read as a null (ie, zero) entry.

The input 2/3 is illegitimate, and an error message *?Redo from start* is output. To then enter a valid value is to output the valid value. If, however, 2/3 is entered (and the error flagged) to then merely hit *Return* prints out the value 2.

This is yet another bug. What has happened is that the expression 2/3 had been evaluated as far as the / by *Chrget* (in a similar way to *Val* or *Gosub/Goto*), and then the error flagged. By hitting *Return*, no value is sent to *A* and the already existing value (ie, the 2 of 2/3) is treated as the proper value.

When a user is entering much information, it is very easy to make such an error, and hit *Return* before the proper time.

Sometimes, when a CMD statement is operative, the *Input* tries to take data from the wrong kind of device (eg, a printer), and *?File data error* is output. If there is a message with the *Input* (eg, *Testing*) then this message is sent to the device, which may produce some complications.

INPUT# This command takes data from some device, in exactly the format expected by the ordinary *Input* command, though there is no message. The file must first be *Opened*.

If the data has been sent to the device by *Print#*, the format is exactly as desired because the two commands are consistent.

Input# is rather more touchy about data types and format than ordinary *Input*, and though there are no warnings, extra will be

ignored. The routines for *Input* and *Input#* are almost identical, apart from the setting of the file for *Input#*.

Both *Input* and *Input#* use the 80 byte buffer (see *Get* and *Get#*), and this is why *Input* cannot be used in immediate mode — immediate commands are stored in the same buffer.

INT(X) This function converts the floating point expression in parentheses into the integer value which is less than or equal to the result of the expression. None of the standard restrictions on the size of the floating point expression hold (ie, within the bounds -32768 to 32767), because the result of *Int* is still a floating point number, though turned into a whole number.

Note the results of the following expressions:

```
PRINT INT(3.1)  
PRINT INT(-3.1)  
PRINT INT(4.6 + .5)  
PRINT INT(-4.1 + .5)  
PRINT INT(1/2)  
PRINT INT(-1/2)
```

which are 3, and then -4 (*Int* always rounds down); next are 5 and -4 (rounded to the nearest whole number); and the next pair produce the answers 0 and -1 (note that the *Int* of -1 divided by 2 is -1).

The rounding down is shown by reference to the integer division:

```
X% = -3 : Y% = 2 : Z% = X% / Y% : PRINT Z%
```

to which the answer is -2. The two's complement form of the number -3 is 111111111111101, and to divide a binary number by 2 we move all bits to the right, inserting a 0 at the leftmost position (eg, 4 is 100 as a binary number and 2 is 010). Thus, the number becomes 011111111111110.

This number is now a positive number and in two's complement is 32766. It is a poor system in which half a minus number is a plus number, so divide the sign bit reinserted in the leftmost position. The binary number formed from the division by 2 is thus 111111111111110, and as a two's complement number is equal to -2.

The actual *Int* routine works by taking the result from *Fpa #1*, converting it to a four byte integer, and then converting the

Continued on page 32



COMMODORE 64

Continued from previous page

four byte integer into a floating point number in *Fpa* #1, keeping the old exponent.

LEFT\$(S\$,1%) This function takes the string *S\$* and extracts the first 1% characters of that string. The value of 1% can be from 0 to 255, and if it is greater than the length of the string all the string is returned. For example:

```
PRINT LEFT$("1234", 6), LEFT$("1234", 2)
```

outputs the string 1234 and then 12. If the length is zero, then the null string is output.

The routine works by taking the string pointers off the stack, where they are pushed as part of any string evaluation. The length of the string is compared to the value (1%) provided by the function, and the lower value is taken. The string selection routine then uses this information (which has been replaced on the stack) to set up the new string.

LEN(S\$) This function finds the length of the string *S\$* by effectively using the byte which gives the length of the string. The length byte is popped off the stack.

LET is not needed.

LIST This command shows the content of part or all of a program, in a form which is similar to that in which programs are entered.

There are the following alternative methods of *Listing* a program:

LIST

will display all the program;

LIST 200

will display the content of line 200;

LIST 600-800

will display all lines from 600 to 800 (inclusive);

LIST -800

will display all lines up to and including 800; and

LIST 600-

will display all lines from 600 to the end of the program.

If a program has been *Stopped* in some manner, it is possible to *List* and then to *Cont*. However, if the *List* command is within a program, eg:

```
1 PRINT "$$$$$"  
2 REM  
3 REM  
4 LIST  
5 PRINT "#####"
```

to RUN this program, *Lists* it out, but the program does not continue to line 5 (and

the *Print*). To use *List* within a program stops all further computation. If you manage to *Stop* the listing part of the way through (easier with a longer listing), *Cont* then moves control to line 5, but the rest of the *List* is lost.

When *Cont* is used after the program has ended, the *List* is reactivated, and the program is listed again. However, the whole program is not re-run, because the first line of *\$\$\$\$\$* is not output — only the *List*. The *Cont* should start the program from where it "finished", but using *List* confuses the issue, and *List* is repeated (and stops the program).

If line 4 is erased, and the program *Run*, then to use *Cont* does nothing — apart from the system telling you it is *Ready*. To alter line 4 to

4 LISY

produces a *?Syntax error in 4*; and then trying to *Cont*, gives *?Can't continue error*.

The reason for these peculiarities of *List* is that its use within a program involves extensive use of pointers, and, if *Cont* is used, *Cont* tries to use those same pointers. The status of the pointers becomes unclear. This is another bug, not serious, but one which should not happen with a clean Basic.

It is possible to *List* to a device by *Opening* a file and a device and then using *Cmd* (see above). ■

PROGRAMMING AIDS AND LANGUAGES FROM ...

Audiogenic LTD

FOR COMMODORE VIC-20 AND 64!

VP052 BUTI PLUS - £39.95 - Basic Programming Aid Commands PLUS Machine Code Monitor PLUS 3K Expansion! Basic aids include - APPEND, AUTO, DELETE, DUMP, EDIT, FIND, HELP, RENUMBER, REPEAT, STEP, TRACE, UNNEW, VIC, and DEC to HEX. Monitor Commands - ASSEMBLE, DISASSEMBLE, CENTRONICS, FILL, GO, MEMORY, HUNT, REGISTER, PRINTED DISASSEMBLE, LOAD, QUICK EXECUTE, WALK CODE, SAVE, TRANSFER, EXIT.

VP074 MONITOR VIC - £19.95 - Monitor on its own. Commands as above.

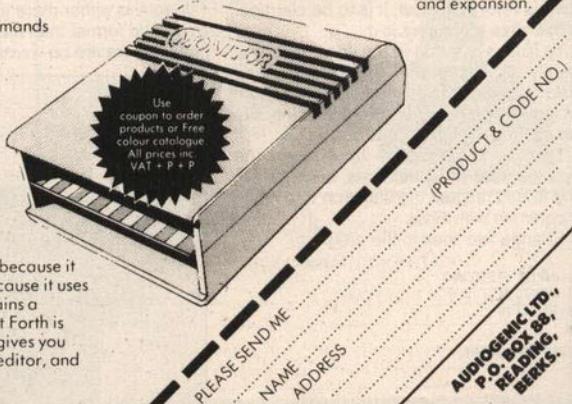
SS074 MONITOR 64 - £29.95 - 64 version. Commands as above.

VP078 MIKRO ASSEMBLER - £48.95 - Cartridge Assembler program for the VIC - Includes 3K extra memory. Write your machine language source code on Basic Lines which can be manipulated using the included toolkit commands. MIKRO uses standard MOS mnemonics, and features ASSEMBLER and DISASSEMBLER, plus TIM monitor commands, and special hi-res, sound, and joystick extensions.

SS076 FORTH 64 - £29.95 - Audiogenic Forth is very fast because it compiles right down to machine code, and very compact because it uses special screen compression routines. Audiogenic Forth contains a dictionary of over 200 Forth words, but the great thing about Forth is that you can define your own commands! Audiogenic Forth gives you full error messages (instead of codes), a full scrolling screen editor, and a comprehensive manual.

VP076 FORTH VIC - £24.95 - As above, but includes special VIC colour and sound commands. This version must be used in a motherboard with 8K+ expansion.

VP076/M FORTH VIC (with memory) - £39.95 - As VP076, but includes 3K expansion built-in so that you don't need a motherboard and expansion.





The **PARATROOPERS** have landed

**They will make your computer
go crazy with fear.**

"One of the best examples of user-defined graphics that I have ever seen, along with excellent sound effects."

...Home Computing Weekly

"One of our best games yet."

...Terry Grant, Rabbit software director

"An obscene celebration of slaughter."

...Home Computing Weekly

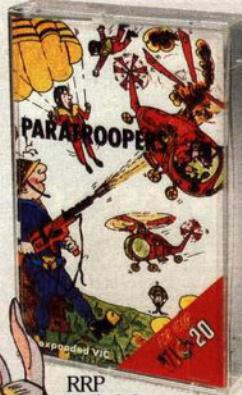
"My Terry wouldn't do a thing like that."

...Terry's mum

Now appearing at your local computer games shop, Boots,
WH Smith and Rumbelows.

RABBIT SOFTWARE LTD

Brilliant on Spectrum, VIC-20 & CBM-64.



THESE PEOPLE
AREN'T NICE.
I'M GETTING OUT
OF HERE!



RABBIT SOFTWARE LTD
VIC-20 / PCW / P
Please send me a copy of your catalogue
NAME _____
ADDRESS _____
The Warren (Unit 11), Forward Drive,
Whitstable, Kent, CT10 2NL.

fantasy SOFTWARE

DOOMSDAY CASTLE
is an arcade style game
with the feel
of a real adventure

Doomsday Castle consists of a labyrinth of 76 complexly inter-connected Halls and Passages where you will meet a whole host of adversaries serving the infinitely evil Scarthax, the Garthrogs, the Orphacs, the phenomenally nasty Googly Bird and the Urks which manifest themselves in over fifty unbelievably weird and wonderful guises.

Scarthax has scoured the Universe to bring together the six ancient stones of lifeforce. United in Doomsday Castle they are being used to wield an irresistible power over the cosmos, emanating waves of corruption through every galaxy.

To save the Universe, you must battle your way through the Castle to find and collect the six stones and use their force against Scarthax to destroy Doomsday Castle, hopefully escaping yourself before the final cataclysmic explosion. The task is not easy (saving the Universe never is!) and it will take you many games to unfold the structure of Doomsday Castle and discover the locations of the ancient stones. The addictive arcade style action will keep you coming back to play but the overall challenge should still keep you occupied for months.

FANTASY SOFTWARE

is available from

**W.H.SMITHS, JOHN MENZIES,
LASKYS, GREENS, RUMBELOWS,
SPECTRUM GROUP,
COMPUTERS FOR ALL and all other
good software retailers.**

**For 48K
Spectrum**



You take on the role of our super hero ZIGGY shown here above in his exploratory capsule in combat with an Urk disguised as a pangalactic gargleblaster (11) This is a true representation of the on-screen graphics.

is available at £6.50 from

FANTASY SOFTWARE, FALCONBERG LODGE, 27A ST GEORGES ROAD, CHELTENHAM, GLOS GL50 3DT
despatched by return first class post together with free membership and current newsletter of the Fantasy Micro Club.
Trade Enquiries welcome – telephone 0242-583661.

More than fun and games!

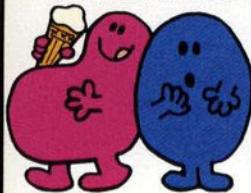
FIRST STEPS with the Mr. Men

by Primer Educational Software

The ever-popular Mr. Men help prepare young children for reading with four simple and absorbing games designed to exercise essential skills as well as entertain.

An easy-to-use, colour-coded key guide is included with an illustrated introductory book, featuring the Mr. Men. For ages 4 to 8 years. Available now on cassette for the BBC B, Spectrum 48K and Electron.

£8.95



QUICK THINKING!

by Wigit Software

Two mind-stretching, space-age games to test mental arithmetic and nimble fingers.

In **Sum Vaders** alien robots invade the earth. Only quick thinking and fast reactions can prevent them. Several levels of difficulty and a two-player game with a handicap option make Sum Vaders equally testing for all family members, from 8 years to adult.

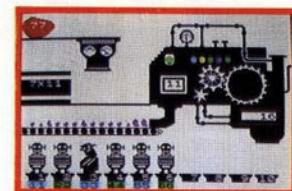
Robot Tables challenges the young player to make a series of perfect robots.

Knowing your multiplication tables is the key to controlling the robot-making machine. With a learning mode and a testing mode, Robot Tables is a fun way

for early learners, and more advanced children, to master an important and often neglected skill.

Available now on cassette for the Spectrum 48K, and Commodore 64, BBC B and Electron.

£6.95



CÆSAR THE CAT

by Andromeda Software

Meet Caesar, a cheeky young cat on duty in a well-stocked larder. He's kept busy chasing a gang of hungry mice eating the family's food. Playing against the clock, you guide Caesar along crowded shelves to pounce on the mice.

A fast, colourful, all-action, arcade-style game with catchy music and a best-score record. Challenging for high-scoring arcade addicts as well as great fun to play for the novice.

Available on cassette for the Commodore 64

£8.95



Prices include VAT and post and packaging. MIRRORSOFT programs are available from selected branches of W.H. Smith and Boots, and other leading software stockists. Trade enquiries welcome: phone 01-822 3580.

MIRRORSOFT

SOFTWARE FOR ALL THE FAMILY

To MIRRORSOFT, PO Box 50, Bromley, Kent BR2 9TT

Please send me the following (enter number required of each item in the space provided):

First Steps with the Mr. Men (MM01)	£8.95				
Quick Thinking (QT01)	£8.95				
Caesar the Cat (CC01)	£8.95				

I enclose a cheque/PO for £ made payable to "Readers' Account: Mirror Group Newspapers Ltd."

.....

I understand that my remittance will be held on my behalf in the bank account named above until the goods are despatched.

Or please debit my ACCESS/BARCLAYCARD for the sum of £ card no

PC 4

Signature

Name

Address

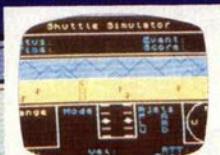
Postcode

Offer applies to Great Britain and Eire only. Please allow up to 28 days for delivery in the UK. MIRRORSOFT is a registered trademark of Mirror Group Newspapers Ltd., Co. Reg. No. 158660, Reg. Office: Holborn Circus, London EC1.

LIFT OFF with



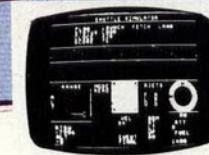
SPACE SHUTTLE



SPECTRUM LAUNCH STAGE



DRAGON 32 ARM STAGE



BBC FINAL STAGE



ATARI FINAL STAGE

MISSION BRIEF

Successfully pilot the Shuttle through Launch, Fetch & Finals. Take off and position Shuttle in orbit. Manoeuvre alongside malfunctioning Satellite. Retrieve - then re-enter to glide without fuel to White Sands Desert.

PREVIOUS SUCCESSFUL MISSIONS

EXCELLENT - "Personal Computer News"
A WELL THOUGHT OUT GAME - "Dragon User"
ALMOST WORTH BUYING A DRAGON FOR -
"Which Micro"



MISSION STATUS Available for 48K ORIC 1, ATARI 16K, DRAGON 32, BBC MODEL B, SPECTRUM 48K, COMMODORE 64, ACORN ELECTRON, TANDY COLOUR 32K
CASSETTE £8 DISK £10

Postal Orders to
41 Truro Road, St. Austell, Cornwall PL25 5JE
Telephone/Credit Card Order
Tel: 0726 3456



Available from computer dealers
nationwide or from larger branches of

John Menzies



MICRODEAL

OPEN FORUM

Open Forum is for you to publish your programs and ideas. Take care that the listings you send in are all bug-free. Your documentation should start with a general description of the program and what it does and then give some detail of how the program is constructed. We will pay the *Program of the Week* double our new fee of £6 for each program published.

Mastermind

on BBC Micro

Mastermind is a game of logic and skill. It is a one-player game in which you have to guess the colour code which has been selected by the BBC in the right order. In the game there has been introduced two skill levels and a limit to the number of guesses. After the instructions you are given a display of the board, a colour code, and at the top right-hand of the board you must input your guesses 1 2 3 4 5. After inputting a guess from 1-8 press return; do this for each five of your guesses and then the board will be updated. The proper rules

are included in the game.

Add these lines to make the code even harder to find:

```
345      C = 1
390      FORM = 1 to 5: FORN = TO 5 : IF B(M) =
A(N) A = 1 : PRINTTAB (18 + C, lev +
6):"-
405      IF B(M) = A(M)PRINT TAB (18 + C, lev +
6):"+"
420      NEXT
425      IF A = 1 THEN C = C + 1 : A = 0
427      NEXT
```

When the computer tells you your guesses are + - (correct, correct but in wrong position, incorrect), it will not state which are which. It will only state that one of your guesses are + - but not which one. So it is up to you to work out what

you have right or wrong.

Main variables

level	Whether a hard or an easy game has been chosen for play
diff	Maximum amount of guesses player can take
A(1) - A(5)	Number of colours picked by computer
B(1) - B(5)	Number of colours picked by player

Proc statements

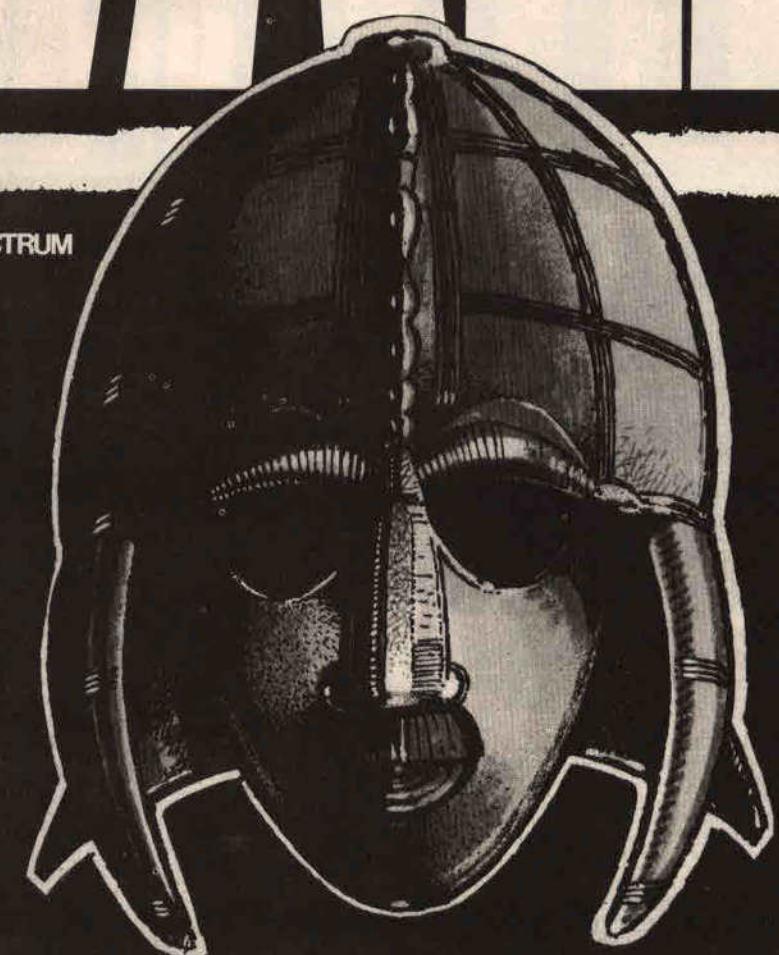
ProcSetup	Draws the screen layout
ProcCalc	Randomly picks computers colours
ProcGame	The main part of the program, where the player inputs his guesses, the computer checks whether they are correct, and updates board
ProcEnd	Ends game

Game order

10-150	Prints instructions and sets variables on your inputs to how long you want the game to be and on what level hard/easy
160	Controls procs for game
170-310	Sets up screen
330	Selects computer colours
340-440	Main part of program where the player inputs his guesses at the code, computer updates board, and checks whether players guess was correct
460-490	End of game, returns to start

```
10REM MASTERMIND PROGRAMMED BY Michael Pearce FOR BBC A/B o.s 1.2
15REM IN APROX 6K
30MODE7:0%:0=PRINTCHR$141;"MASTERMIND":PRINTCHR$141;"MASTERMIND"
40PRINTCHR$136;"By Michael Pearce"
50PRINT;"AS THE CODEBREAKER YOU MUST TRY AND"
60PRINT;"DUPLICATE THE CODE SET BY THE COMPUTER"
70PRINT;"THE CODE CONSISTS OF FIVE COLOURED"
80PRINT;"BLOCKS ARRANGED IN A RANDOM ORDER"
90PRINT;"THE COMPUTER WILL HELP BY TELLING YOU WHETHER THEY ARE"
100PRINT"+ CORRECT"- CORRECT BUT IN WRONG POSITION":PRINT". INCORRECT"
110PRINT;"THE ADVANCED PLAYER SHOULD CHOOSE A DIFFICULT GAME"
120INPUTTAB(0,20);HOW MANY GUESSES MAXIMUM 1-14 "diff"
130INPUTTAB(0,21);HARD OR EASY H/E "level"
135*FX15,0
140IFlevel$<>"H" ANDlevel$<>"E" OR diff>14 AND diff<1 THEN SOUND1,-15,5,10:RUN
150PRINT"CHR$136;"Any key to continue" R=GET
160PROSetup:PROCcalc:PROCgame
170DEFFPROCSetup:CLS
180PRINTTAB(11,0);"MASTERMIND":PRINTTAB(11,1);"MASTERMIND"
190PRINTTAB(29,0);"GUESSES":PRINTTAB(29,1);"GUESSES"
195PRINTTAB(28,2);"1 2 3 4 5"
200PRINTTAB(0,0);CHR$141"CODE":PRINTTAB(0,1);CHR$141"CODE"
210FORN=ST019STEP2
220PRINTTAB(0,N);CHR$(144+(N-3)/2);CHR$255:CHR$135:(N-3)/2:NEXT
230FORN=7T020:PRINTTAB(9,N);". . . . .":NEXT:FORN=2T022
250PRINTTAB(6,N);:VDU150,181,135:PRINTTAB(24,N);:VDU150,234,135,140:NEXT
260FORN=7T025:PRINTTAB(N,2);CHR$112:PRINTTAB(22,2);CHR$163:NEXT
270FORN=4T05:PRINTTAB(8,N);:VDU148,255,255,255,255,255,255,255:NEXT
280PRINTTAB(27,3);CHR$145:PRINTTAB(27,5);CHR$145:PRINTTAB(27,21);CHR$145
290FORN=28T036:PRINTTAB(N,3);CHR$96:PRINTTAB(N,5);CHR$240
300PRINTTAB(N,21);CHR$240:NEXT:PRINTTAB(0,3);:VDU145,96,96,96
310PRINTTAB(0,21);:VDU145,240,240,240:ENDPROC
330DEFFPROCcalc:DIMA(5):DIMB(5):FORN=1T05:RN=RNDC(8):NEXT:ENDPROC
340DEFFPROCgame:FORlev=1T0diff
350PRINTTAB(27,4);":FORN=1T05
351*FX15
355INPUTTAB(26+N*2,4)B(N):IFB(N)>8THEN355ELSENEXT
360IFlevel$="E":PRINTTAB(28,lev+6):B(1);";B(2);";B(3);";B(4);";B(5)
370PRINTTAB(8,lev+6):FORN=1T05:PRINTCHR$(144+B(N));CHR$252:NEXT
380PRINTTAB(18,lev+6);CHR$135
390FORN=1T05:SOUND1,-15,200,1:FORN=1T05:IFB(M)=RN:PRINTTAB(18+M,lev+6);"-"
405IFB(M)=RN:PRINTTAB(18+M,lev+6);"+"
406TIME=0:REPEATUNTILTIME>10
420NEXT:NEXT
430IFA(1)=B(1)AND A(2)=B(2)AND A(3)=B(3)AND A(4)=B(4)AND A(5)=B(5)THENPROCend
440NEXT:PROCend
460DEFFPROCend:PRINTTAB(3,23);"YOU CLEVERLY BROKE THE CODE"
470IF lev>diff PRINTTAB(3,23);"YOU FAILED TO BREAK THE CODE"
480PRINTTAB(6,24);CHR$136;"ANY KEY TO CONTINUE"
485*FX15
490FORN=1T020STEP5:SOUND1,-12,N,5:NEXT:R=GET:RUN
```

Mastermind
by Michael Pearce



48K SPECTRUM



MOVISoft



VALHALLA is supplied on a 48K Spectrum program cassette, with VALHALLA player manual and presentation box. As VALHALLA uses the full 48K RAM, microdrives and full-size printers are not supported. ZX printer optional.

VALHALLA is normally available from stock, and orders are despatched by return. If, for any reason we are unable to fulfil your order within 14 days of receipt, we will notify you.

VALHALLA cassettes carry an unconditional lifetime replacement guarantee.

TO ORDER: (UK Orders Only) Simply complete the coupon, and FREEPOST with your cheque/P.O. made payable to LEGEND (UK Mail Order).

Credit Card Orders: By phone 9-5.30 Mon to Fri. stating name and address, Card No. and items(s) required.

RETAILERS: Please contact your regular distributor or LEGEND (Trade Distribution) at the address below.

LEGEND (UK Mail Order) FREEPOST
1 Milton Road, Cambridge CB4 1UY
(0223) 312453

MOVISoft OPERATING SYSTEM UNDER LICENCE

Post to:- LEGEND (UK Mail Order) FREEPOST
1 Milton Road, Cambridge CB4 1UY

Please send me Copy/copies of
VALHALLA for the 48K Spectrum.

I enclose cheque/P.O. for £.....
 (£14.95 each incl. VAT and P&P).

Or I wish to pay by Access/Barclaycard/Visa
Card No.

Please print name and address
Name.....

Address.....

Credit Card holder's signature.....



POW 3

NEW GAMES WANTED

And if YOU'RE game, this could be just the opportunity you've been looking for!

Following the success of our initial launch into the computer software market with the



DOUBLESIDER

range, we're now looking for exciting new games to continue the series. And this is where you come in.

If you've got a great games program for either the Commodore 64, Vic20 or Sinclair Spectrum, let's hear all about it. What we want is high quality, nifty graphics, original ideas and good, old-fashioned fun.

So you think that your game might fit the bill? Then send a cassette copy with details to:

Mike Dixon, International
620 Western Avenue, London W3 0TU, straightaway
Or telephone him on 01-992 8055

And remember programmers ... use your computer for fun. And profit.

JLC DATA DUPLICATION

CASSETTES — DISCS — EPROMS

- ★ 7 YEARS DATA EXPERIENCE
- ★ HIGH LEVEL OF SECURITY
- ★ NORMALLY NO MASTERING FEE
- ★ NORMALLY 7-10 DAY TURNAROUND
- ★ 24 HOUR TURNAROUND SUPERFAST SERVICE IF REQUIRED



Cassette Duplication — for most micros.

Disc Duplication — 35, 40, 80 track S/S, D/S, S/D, D/D.

Eeprom Duplication — most types.

All data verified.

Blank Cassettes, Discs, Eeproms — bulk sales only.

Blank Labels — most colours — bulk sales only.

Labels in sheets or rolls.

★ NEW SERVICE ★

Letter-heads and forms in rolls or fanfold for computer printing.

Telephone: (0226) 87707 24 hours
7 days a week

Enquiries and accounts to:
JLC DATA, 49 CASTLE STREET, BARNESLEY,
SOUTH YORKSHIRE S70 1NT

In the interests of security, callers without appointments or proof of company status will not be seen.

GEM SOFTWARE

NEW RELEASES FOR CHRISTMAS

OH MUMMY!! Your party of archaeologists enter the pyramid in search of the mummies of the pharaoh's household. There are five burial chambers containing treasure, secret scrolls, keys, royal mummies and some nasty surprises. To pass from one chamber to the next, you must find the key and royal mummy, but beware, you may uncover a guardian, who will chase your group to avenge your desecration!! A Machine Code game for those with nerves of steel and great courage.

Price (LYNX) £7.95
Price (ZX81 and SPECTRUM) £4.95

TANK ATTACK. A machine code game for 1/2 players, defending supplies against computer controlled tanks. This game will stretch your reflexes to the limit as you battle with the enemy tanks. They won't be able to shoot back until they have supplies, but when they do, look out!! Joysticks required.

Price (BBC-B OS 1.0+) £7.95

CHRISTMAS SPECIAL OFFER (mail order only for DRAGON 32). Choose any three of the following titles for £15.90. A saving of £7.95

GAMES PACK I
ALIEN BLITZ

GAMES PACK II
GOLF

GAMES PACK III
SPACE MISSION

All prices include postage and packing. All cassettes despatched within 48 hours of receipt of order. Access orders welcome.

GEM SOFTWARE

UNIT D, THE MALTINGS, STATION ROAD, SAWBRIDGEWORTH, HERTS
Telephone (0279) 723567/723518

OPEN FORUM

Mine Aliens

on Spectrum

A small mining colony has been attacked by aliens, who are now living in the four mine shafts. The aliens are now coming out of the mineshafts to finish off the last member of the colony, who is agitatedly jumping up and down at the bottom of the cliff. You must protect him. Equipped with a laser cannon that can be moved up, down and fired, you have to stop the aliens by shooting down rocks in their path.

You score 100 points if the rocks make a

direct hit on the alien and 10 if the alien walks into a rock pile. If you destroy a level of rocks, you get 20 points and another screen. When an alien gets to the little man, the game is over. The score to beat, so far, is 3,190.

The program consists of a loop (lines 120 to 190) with branches. The loop tests for movement of the aliens and laser cannon and whether or not the fire button (0) is pressed.

If an alien is found to be on top of where the rocks used to be, it is made to fall as well, until it lands on the newly-formed rock pile.

When the game is over (when an alien reaches the last survivor), the screen is cleared and score and high score printed. Instructions are given if the player presses i, the program stops when s is pressed or re-run (without resetting high score) by pressing r.

Graphics characters are shown in the listing as their equivalent letter surrounded by a box. Graphics mode should be entered and then the appropriate key pressed to obtain the correct character. Save the program using:

Save "program name" Line 20

```

b(i),": INK 2;"B"; AT a(i),b(i); I
NK 0,": GO TO 210
220 IF b(i)>13 THEN PRINT AT 21
14: INK 6; PAPER 2;"H": GO TO 5
50
230 PRINT AT a(i),b(i); INK 4;""
E: RETURN
300 IF U=0 OR U=3 OR U=4 OR U=7
OR U=8 OR U=13 OR U=14 OR U=17
OR U=18 THEN BEEP .01,-10: GO TO
120
310 LET V=U
315 LET S9=V
320 LET C=12
325 IF ATTR (U,C)=2 THEN GO TO 330
326 LET C=C-1: IF C=0 THEN LET
S=S+20: PLOT 238,(21-V)*8+3: DRA
C+C*8-238,0: PRINT AT U,C;"H": F
OR F=0 TO 20: BEEP .01,f: NEXT f
: GO TO 110
327 GO TO 325
330 FOR f=-2 TO -10 STEP -1: BE
EP .01,f: NEXT f: INK 6; PLOT 23
8,(21-V)*8+3: DRAW C*8-238,0: IN
4: PLOT OVER 1,238,(21-V)*8+3:
DRAW OVER 1,C*8-238,0
340 PRINT AT V,C; INK 2;"H": BE
EP .01,-20: PRINT AT V,C; INK 4;
: LET V=V+1: IF ATTR (V,C)=2
THEN PRINT AT V-1,C; INK 2;"H":
GO TO 2000
350 FOR f=1 TO 4: IF V=a(f) AND
C=b(f) THEN LET a(f)=4*f+2*(f>2
): LET b(f)=0: GO TO 370
355 NEXT f
360 GO TO 340
370 PRINT AT V,C; INK 4; PAPER
2;"H": BEEP .1/4: BEEP .12/4: P
RINT AT V,C; INK 3;"": LET S=S+
100: GO TO 2000
500 BEEP .1/10: BEEP .1,-10: FO
R f=-20 TO 20: BEEP ABS (.001*f)
:f: NEXT f:
505 CLS : PRINT AT 10,5;"score=":
INK 6; FLASH 1,s: IF s>hs TH
EN LET hs=s: PRINT AT 15,5; FLAS
H 1;"NEW HIGH SCORE!"
510 PRINT AT 10,5;"high score=":
FLASH 1; INK 0; PAPER 2; BRIGH
T 1,hs
520 PRINT "Press r to run,s to
stop,i for instructions"
530 (LET a$=INKEY$: IF a$="r" TH
EN CLS : GO TO 100
540 IF a$="i" THEN GO SUB 3000:
GO TO 505
550 IF a$="s" THEN STOP
560 GO TO 530
1000 LET t=a(i): LET V=b(i)
1010 IF ATTR (t-1,V)=2 THEN PRIN
T AT t-1,V; INK 4;"";AT t,V; IN
K 2;"H": LET t=t-1: GO TO 1010
1020 GO TO 205
2000 LET V=S9-1: IF ATTR (V,C)=2
THEN GO TO 2005
2001 IF SCREEN$ (V,C)<>" " THEN
GO TO 2030
2002 GO TO 120
2005 IF POINT (C*8,(21-V)*8+4)=1
THEN GO TO 120
2010 BEEP .01,-20: PRINT AT V,C;
INK 2;"H";AT V,C; INK 4;"": LE
T V=V+1: IF ATTR (V,C)=2 THEN PR
INT AT V-1,C; INK 2;"H": LET S9=
S9-1: GO TO 2000
2002 GO TO 2005
2030 FOR f=1 TO 4: IF V=a(f) AND
C=b(f) THEN GO TO 2040: NEXT f:

```

AGF PROGRAMMABLE JOYSTICK INTERFACE

for
Spectrum
or **ZX81**

**MICRODRIVE
COMPATIBLE**

**ONLY
32.95
+£10.00 P&P**

ABOUT OUR INTERFACE

The AGF Programmable Joystick Interface is a unique design offering the use of any Atari-compatible joystick with absolutely all software, whether it is cassette or ROM cartridge, with the Sinclair Spectrum or ZX81.

The hardware programmable interface requires no additional software and accurately replicates the keys of the computer in a manner which is responsive to absolutely **ALL** key reading methods, both BASIC and Machine Code.

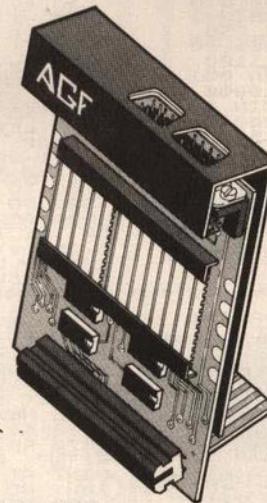
The interface does not interfere with key operation and can therefore be used simultaneously with the keyboard.

There is no need to remove the interface once fitted as the rear extension connector will accommodate further expansion, i.e. printers or RAM packs etc. This important feature avoids excessive wear to the expansion port. The key replication principle pioneered by AGF means that your own programs can use eight directional joystick movement by utilising simple key reading BASIC.

Two joystick sockets are provided which share the same keys, for use with the majority of two player games. Several interfaces may be used on the same computer for multiple joystick applications.

The interface is programmed by a two digit code, which is looked up on a programming chart supplied, for each direction and firing button. The two numbers are then selected on a pair of leads which are clipped onto appropriately numbered strips on the interface.

Once configured this can be marked on a Quick Reference Programming Card for storing with the game. As the programming is *not* power dependent the interface retains the last configuration made and can be immediately used when next switched on.



KEY FEATURES

- ★ Programmable design gives **TOTAL** software support.
- ★ Accepts Atari, Competition Pro, Wico, Starfighter, Quick Shot, Le Stick etc.
- ★ Rear extension connector for all other add-ons.
- ★ Free demo program and instructions.

PACKAGE CONTENTS SUPPLIED

- Programmable Interface Module as illustrated, complete with clip-on programming leads.
- Self adhesive programming chart detailing how to define which key is simulated by UP, DOWN, LEFT, RIGHT, and FIRE. This can be fixed on to the case of your computer or if preferred the protective backing can be left on. The chart is made of a very durable reverse printed plastic and is extremely easy to read.
- One pack of ten Quick Reference Programming Cards for at-a-glance setting to your games requirements. The card allows you to mark the configuration in an easy to read fashion with space to record the software title and company name.
- Video Graffiti demonstration program which is written totally in BASIC to illustrate how all eight directions and fire can be read. This is also a useful high resolution drawing program.
- 12 months guarantee and full written instructions.

JOYSTICKS

CONTROLLERS

FOR USE WITH OUR INTERFACE
Module or VIC 20, Commodore 64,
Atari VCS, Atari 400, Atari 800

If you require extra Joysticks for our original interface module mark order
'OLD' Joysticks

ONLY £7.54 inc VAT + P&P

FROM: MR/MRS/MISS

ADDRESS

SEND C.W.O. (NO STAMP NEEDED) TO: A.G.F. HARDWARE, DEPT. **PW**,

FREEPOST, BOGNOR REGIS, WEST SUSSEX, PO22 9BR

QTY	ITEM	ITEM PRICE	TOTAL
	PROGRAMMABLE INTERFACE	33.95	
	JOYSTICK(S)	7.54	
	PACK(S) QUICK REFERENCE CARDS	1.00	
ONE	VIDEO GRAFFITI	FREE	
<input type="checkbox"/> ZX81	<input type="checkbox"/> ZX SPECTRUM	Please tick	FINAL TOTAL
DEALER ENQUIRIES WELCOME		EXPORT PRICES ON APPLICATION	

OPEN FORUM

Triple

on ZX81

Triple stretches the 1K ZX81 to its limit by being three games in one and it is menu driven. To save bytes *Val* is used on all numbers and consecutive line numbers further reduce the *Goto* and *Gosub* lines. Enter program exactly as listed then save.

by *Goto 1000*, this ensures program will autostart when *Loaded*.

Program displays on video — 1. FLASH
2. FILUP 3. UFO. Enter 1, 2 or 3 to select
game.

GAME 1. A number flashes somewhere on screen. You enter this number and program says if correct or not. Time on video is set by the *Pause* in line 23. (Press 0 to go to Menu.)

3995 CLS
4000 INK 7: PRINT "" A minin
4 colony has been attacked by
aliens who are now living in t
he mine shafts. They are trying
to eat the last man of the colo
ny who is at the baseof the clif
f. It is your job to stop them
by causing rocks to fall on the
m or by causing them to run into
rocks that you have shot down i
n their path. . . . You control a
laser cannon atthe right of the
screen which move up and down
and fire.
4010 PRINT TAB 10;"7: UP" TAB 1
0;"6: DOWN" TAB 10;"0: FIRE"
4020 PRINT "press any key to co
ntinue." PAUSE 0
4030 CLS: PRINT "" TAB 10;"500
RES";AT 4,10; OVER 1;
4040 PRINT "100 if rocks fa
ll on alien";"10 if alien collid
es with rocks";"20& new screen i
f you destroy a layer of rock"
4050 PRINT AT 21,0;"press any ke
y to continue": PAUSE 0: RETURN

Mine Aliens

GAME 2. Four areas on video are randomly filled by inverse space. You have to guess which will fill first. (Note: runs for 130 lots, pauses, then returns to Menu.)

GAME 3. For two players. When UFO goes into hyperspace left player presses 1 and right player presses 0 key. When both ready, press Newline key. Faster player will push the UFO over to opponent's side. Left or Right win displayed on video.

(C) COPYRIGHT G.A.BOBKER 1983
 1 CLS
 2 PRINT " 1.FLASH 2.FILUP
 3.UFO"
 3 INPUT A
 4 GOTO A*VAL "20"
 20 CLS
 21 LET A=INT (RND*VAL "99")
 22 PRINT AT RND*VAL "20", RND*VAL
 AL "25"; A
 23 PAUSE VAL "3"
 24 CLS
 25 INPUT B
 26 IF NOT B THEN RUN
 27 PRINT "YES"
 28 IF A>B THEN PRINT "NO, IT W
 AS "; A
 29 PAUSE VAL "150"
 30 GOTO VAL "20"
 40 CLS
 41 FOR X=VAL "1" TO VAL "130"
 42 LET A=INT (RND*VAL "9"+VAL
 "1")
 43 LET B=INT (RND*VAL "9"+VAL
 "1")
 44 IF A=VAL "5" OR B=VAL "5" T
 HEN GOTO VAL "42"
 45 PRINT AT A,B; " ", AT A,B; " "
 46 NEXT X
 47 PRINT AT VAL "5", VAL "14"; "
 END"
 48 GOTO VAL "71"
 50 CLS
 51 LET A=VAL "17"
 52 PRINT AT A,VAL "2", A-VAL "3
 ";
 53 IF A=VAL "1" OR A=VAL "33"
 THEN GOTO A+VAL "65"
 54 FOR B=VAL "50" TO RND*VAL "
 150"
 55 NEXT B
 56 CLS
 57 INPUT B
 58 LET R=A+VAL "4"+(B=VAL "1")
 -VAL "4";*(B=VAL "10")
 59 GOTO VAL "62"
 70 PRINT "L WON"
 71 PAUSE VAL "150"
 72 RUN
 102 PRINT "R WON"
 103 GOTO VAL ".71"
 1000 SAVE "T"
 1010 RUN

Triple
by G Bobker

COMPUTERAMA

THE
COMPUTER
CENTRE
OF THE
NORTH



THE
showroom
for all the
leading
micros

easy parking off the M56 (junc 12) * VIC 20 * VIC 64
 * BBC micros * Newbrain * Acorn Atom * Books
 * Apple 11e, 111 * Dragon * Electron * Games
 * Sinclair Spectrum, * IBM P.C.
 * Secondhand computers * EASY PAYMENTS
 * ALL ACCESSORIES SALES AND SERVICE *
 * northern computers Churchfield Road,
 * FRODSHAM
 * Cheshire WA6 6RD
 * TEL: FRODSHAM (0928) 35110
 * UNBEATABLE PRICES *

WE WILL PURCHASE AND PUBLISH YOUR PROGRAMS: Call Steve Rhodes for details

NOW OPEN!

SOFT TOUCH OF LONDON

YOUR NEW SOFTWARE DEALER
 IN NW5, STOCK A LARGE
 SELECTION OF PROGRAMS
 AND ACCESSORIES FOR
 MOST OF THE POPULAR
 MICROS

COME AND SEE US NOW AT:

**12 DARTMOUTH PARK HILL
 LONDON NW5**

(100 yards from Tufnell Park Tube)

Tel: 01-263 3842

NB. EFFICIENT MAIL ORDER AVAILABLE
 SAE BRINGS LATEST LIST

SPRITES FOR THE DRAGON

Merlin's Sprite Magic offers a whole host of new features for the Dragon

Up to 128 sprites. Size up to 40 x 40 in mode 4, even larger in other modes. Sprite magic uses the 256 x 192 grid for screen addressing. Sprites are programmable for joystick control and/or keyboard control. Sprites may be defined as missiles fired from other sprites in response to fire-button or keyboard. Sprites may be programmed to rebound (like a bouncing ball), or wrap round, or disappear automatically when they get to the edge of the (user defined) screen. A wide range of commands and functions offers comprehensive control of speed, direction, screen edge behaviour and collision detection.

Animation is easily implemented with DRWG function which swaps the drawings being used for sprites and they needn't even be the same size.

Some of the commands are exceptionally powerful . . . MOVEn moves a single sprite, MOVEn,n moves a block of sprites, MOVEM moves all the sprites. All the MOVE commands observe the individual direction, screen-edge, joystick and keyboard instructions for the various sprites. The REPORT function reports how many have crashed. The HIT function reports crashed sprite numbers.

Sprites are non-destructive i.e. they do not leave a "trail". They're fast and they're efficient and they're easy to use.

The Dragon now has its very own BEEP command. This one, however, offers a range of 16 pre-programmed gunshots, explosions, sirens, laser sounds and the like. You can also program your own . . . BEEP (six parameters) lets you generate the kind of noises you have heard on other high quality software.

Keyboard handling has had some attention too . . . optional auto-repeat, INKEY function returns ASCII code, KEY function does the same, but waits for a keypress. CLEAR key clears hi-res screen and homes the print cursor.

We have also included a couple of routines to provide text on the hi-res screen . . . in all 5 PMODES with enhanced cursor controls providing relative as well as absolute positioning. PAGE command, HOLD command (to fix headers or graphics), COLOUR command changes text foreground and background colours etc. The hi-res screen is used just like the Basic text screen, including editing. You can also re-define the character set using the friendly new command CHR(n)=eight row values.

Sprite Magic requires absolutely no knowledge of machine code. The comprehensive manual describes the new Basic commands in full, with lots of examples. As well as the documented demonstration program, the cassette includes Character and Sound Generators, Mate in two (yes you can!), Shooting Gallery and Breakout. Price £17.25 all inclusive.

MERLIN (MICRO SYSTEMS) LTD,
 93 HIGH STREET, ESTON, CLEVELAND
 Tel: (0642) 454883



OPEN FORUM

Communicator

on Spectrum

Not many microcomputers can communicate directly with their owners using thought waves, but the Spectrum is one that can — well, almost. In Communicator you get a friend to select one of nine squares drawn on the screen, and the

computer then asks you which one was chosen. You will invariably be able to answer correctly, and your friends may even go crazy trying to work out how you do it!

If you're feeling clever then look at the listing, and especially at lines 2035, 3160 and 3180 to try to work out how it's done before reading further. Here, however, is the secret. Ignore all variations in text,

sound and colour. When the computer offers the first possibility look at the position of the flashing indicator within the offered square. This tells you which square was chosen. Thus if the indicator is in the top left of its square then square 1 is the chosen one. If it is in the centre, then square five was chosen. If it is at the bottom centre, then square eight was chosen, and so on.

```
1 REM INITIALISE VARIABLES
5 LET AS=" 0 0 0 0 0 "
10 LET BS=" 0 0 0 0 0 "
11 REM LINE 10 - 3 BLOCKS OF 5 SQUARES
20 DIM CS(9): DIM DS(9)
30 LET CS="000111222"
40 LET DS="012012012"
60 BORDER 1: PAPEP 5
1000 REM GIVE INSTRUCTIONS
1005 CLS : PRINT TAB 10;"COMMUNICATOR"
1010 PRINT : PRINT "I AM SPECTRUM, THE U
LTIMATE"
1011 PRINT "COMMUNICATOR. I CAN PROJECT
MY"
1015 PRINT "KNOWLEDGE DIRECTLY INTO MY"
1016 PRINT "MASTER'S BRAIN. CAN YOU LEAR
N"
1017 PRINT "TO BE IN TUNE WITH ME TOO?"
1020 PRINT : PRINT "I WILL SHOW YOU 9 SQ
UAPES: AND"
1021 PRINT "THEN PROJECT TO MY MASTER TH
E"
1022 PRINT "NUMBER OF THE SQUARE CHOSEN.
"
1030 PRINT : PRINT "PRESS ANY KEY TO SEE
THE BOARD."
1100 30 SUB 3900
2000 REM CHOOSE A SQUARE + SEND 'MESSAGE
'
2001 CLS : 30 SUB 3000
2004 LET FS="111111111"
2005 LET FIRST=1
2006 PRINT AT 2,19;"PRESS A KEY": AT 3,
19;"FROM 1 TO 9"
2010 PPINT AT 4,19;"TO PICK A": AT 5,19
;"SQUARE"
2011 PPINT AT 7,24;"OR": PRINT AT 9,19
;"PRESS C TO"
2012 PRINT AT 10,19;"LET ME MAKE": AT 1
1,19;"THE CHOICE"
2020 30 SUB 3900
2025 LET ES= INKEYS : IF ES="" THEN 30
TO 2025
2030 IF ES<>"1" THEN 30 TO 2025
2031 IF ES>"9" AND ES <> "C" AND ES <> "
C" THEN 30 TO 2025
2034 IF ES <> "c" AND ES <> "C" THEN 30
TO 2040
2035 LET CHOSEN=( INT ( PND *9))+1: GO T
O 2050
2040 LET CHOSEN= VAL ES
2050 CLS
2060 PPINT AT 3,4; FLASH 1;"MESSAGE NOW
BEING SENT"
2070 FOR N=1 TO 10
2080 BORDEP PND *6
2090 BEEP .1, PND *20
2100 NEXT N
```

SPECIAL CASSETTE OFFER!



Collector's edition of
Eye of the Star Warrior
for 48K Spectrum



Popular Computing Weekly is offering its readers the chance to buy **Eye of the Star Warrior** — a graphic arcade adventure cassette for the 48K Spectrum written by Tony Bridge and Roy Carnell. All you have to do is cut out this coupon, fill it in, and send it together with the first coupon plus the coupons from the next three issues and £1.25 (plus 30p p&p) to:

Notes

- 1) Each order must consist of five coupons cut from the magazine together with £1.25 (plus 30p p&p)
- 2) Please allow 28 days for delivery
- 3) Please note that **Eye of the Star Warrior** is the program contained in **Spectrum Adventures** published by Sunshine.

Popular Computing Weekly
Special Offer
Eye of the Star Warrior
12-13 Little Newport Street
London WC2R 3LD

Name

Address

.....

.....

(2)

Special Offer!
Eye of the Star Warrior

TOWN NATHAN

HOME COMPUTERS, SOFTWARE, BOARD GAMES, ROLE PLAYING GAMES AND BOOKS

WEST YORKSHIRE'S LOCAL COMPUTER SHOPS

MORLEY —

DRAGON BYTE

51a Queen Street
Morley
Leeds 25
Tel: 0532 522690

HEADINGLEY —

LAST CHANCE

10 Ash Road
Headingley
Leeds 6
Tel: 0532 744235

CROSSGATES —

HIEROMANS DELL

89 Penda's Way
Leeds 15
Tel: 0532 641855

We're worth a visit because:

- ★ We've probably the best range of software in the North — and we're improving all the time.
- ★ We've a growing range of computers, peripherals, upgrades and books.
- ★ We've the biggest range of Citadel figures for leagues around.
- ★ We've board and adventure games for all ages from TSR, Games Workshop, Avalon Hill, Victory Games, GDW, Yaquinto, etc, etc.

PROGRAMMERS — Assassin Software needs your marketable programs. Give us a call.

Wizard Software

FOR DRAGON 32 ZX SPECTRUM 48K ORIC-1 48K



DRAGON STAR TREK DRAGON 32

£8.45

A real time version featuring a 10 x 10 galaxy, shield control, photon torpedoes, status reports, signals received, galactic search, scanner control, warp drive, star bases with docking, black holes, planets and planet landfall, pulsars, novas, stars, asteroids, meteors, shuttles and shuttle docking, automatically converging and attacking Klingons. Four levels of difficulty, comes with instruction manual.

TIME PORT 1

DRAGON 32 ZX SPECTRUM 48K

£8.45

The first in a series of five adult strategy adventure games. Direct your robot and acquire the object that the Keeper will ask for and bring it safely back to the Time Port.

EVICTOR

DRAGON 32 and ORIC-1 48K ZX SPECTRUM 48K

£7.95

£5.95

An original arcade game presented in high resolution graphics with machine code for extra zip. Evict the aliens from their self-regenerating and defended base. Features lasers, phasers and bombs. Five skill levels. Dragon 32 and Oric-1 versions feature a demonstration mode.

RECOMMENDED BY THE MICROCOMPUTER SOFTWARE CLUB

All prices inclusive. Mail order. Cheques or postal orders to:

WIZARD SOFTWARE, DEPT. PCW, PO BOX 23 DUNFERMLINE, FIFE KY11 5RW

Also available from software retailers in UK, Europe and Africa

Send large SAE (7in. x 5in.) for full program catalogue

Royalties paid for superior quality DRAGON 32 and ORIC-1 software

Super 3D arcade action Invaders will test your skill and 3D co-ordination to their limits. 8 rippling colour Invader screens of increasing difficulty with keyboard controlled 3D laser movement and fire sequence. (Brain required) £6.95

DRAGON 32

MRC £6.50 • Fruit £4.95 • Look and Learn £4.95 • Pontoon £4.95
Missile Command £4.95 • Graphics Demonstrator £4.95

Tango Foxtrot 01 £6.50 • Space Crystal £6.95

ORIC 1 48K

Oricle (Smart Oric) £6.95 • Flight Simulator £6.95 • Super Fruit £6.95 • Space Crystal £6.95

QUARK DATA P.O. BOX 61, Swindon, Wilts. Tel. (0793) 40661.

Please supply.....

Prices incl. p. & p. UK only.

Cheque for total amount enclosed.....

Name.....

Address.....



OPEN FORUM

```

3000 REM OFFER POSSIBILITIES
3001 CLS
3004 PRINT AT 6,6;"IS MY MASTER READY?"
3020 30 SUB 3900
4210 IF INKEY$ = "H" OR INKEY$ = "N" THE
N 30 TO 9100
4220 IF INKEY$ = "Y" OR INKEY$ = "Y" THE
N 30 TO 2000
4230 30 TO 4210
4500 REM CHOSE CORRECTLY
4510 PRINT AT 9,19;"WELL DONE!"
4520 PRINT AT 11,19;"YOU GOT IT"
4530 PRINT AT 12,19;"RIGHT!"
4540 PRINT AT 14,19;"WONDERS NEVER"
4550 PRINT AT 15,19;"CEASE!"
4560 GO TO 4190
5000 REM MISSED CORRECT SQUARE
5010 PRINT AT 9,19;"MISSED IT!"
5020 PRINT AT 11,19;"YOU CAN'T"
5030 PRINT AT 12,19;"HAVE BEEN"
5040 PRINT AT 13,19;"CONCENTRATING"
5050 30 TO 4170
9000 REM SUBROUTINE - DRAW BOARD + NUMBE
P SQUARES
9005 PPINT AT 2,0;BS
9010 30 SUB 3100
9020 PRINT BS: PPINT : PPINT BS
9030 30 SUB 3100
9040 PPINT BS: PPINT : PPINT BS
9050 30 SUB 3100
9060 PPINT BS
9070 FOR N=0 TO 2
9075 FOR M=0 TO 2
9080 PPINT AT 4+(N*6),3+(M*6);N*3+M+1
9085 NEXT M
9090 NEXT N
9095 PETURN
9100 FOR N=1 TO 3
9110 PPINT AS
9120 NEXT N
9130 PETURN
9900 REM SUBROUTINE - WAIT FOR KEY PRESS
9905 IF INKEY$ <> "" THEN 30 TO 3900
9910 IF INKEY$ = "" THEN 30 TO 3910
9920 PETURN
9900 REM SUBROUTINE - SAVE AND VERIFY
9005 SAVE "COMMUNICAT" LINE 1
9010 PRINT "NOW VERIFYING"
9020 VERIFY ""
9030 PRINT "VERIFIED"
9040 PETURN
9100 REM 0000SET SCPEEN FOR EDITING
9105 FLASH 0: PAPER 7: BORDER 7: INK 0:
BRIGHT 0
9110 CLS : STOP
3005 PRINT : PRINT " PRESS ANY KEY TO LE
T ME START"
3006 PRINT TAB 7;"QUESTIONING HIM."
3010 30 SUB 3900
3015 PAPER 4+( RND *3): BORDER RND *7:
CLS
3020 30 SUB 3000
3022 FOR N=1 TO 4 ( RND *15)
3023 BORDER RND *6
3024 BEEP RND /4, RND *(N*2.5)
3026 NEXT N
3030 30 TO 3030+( RND *5)
3031 PRINT AT RND *5,19;"THIS ONE?": G
O TO 3038
3032 PRINT AT RND *5,19;"THIS?": GO TO
3038
3033 PRINT AT RND *5,19;"THAT ONE?": G
O TO 3038
3034 PRINT AT RND *5,19;"IS IT THIS?": G
O TO 3038
3035 PRINT AT RND *5,19;"MAYBE THIS?": G
O TO 3038
3038 PRINT AT 7,21;"(Y/N)"
3060 INK RND *3
3080 IF FIRST=1 THEN 30 TO 3160
3090 REM SELECT RANDOM POSITION FOR IND
ICATOR
3100 LET LINE=3+(( INT ( RND *3)*6)+( R
ND *2))
3120 LET COL=2+(( RND *2)+(( INT ( RND *3
)*6))
3125 REM CALCULATE WHICH SQUARE IT'S IN
3130 LET THIS=3*(LINE>6)+3*(LINE>12)+(CO
L>5)+(COL>1)+1
3131 REM DISALLOW IF CHOSEN ALREADY
3132 IF FS(THIS)="0" THEN 30 TO 3100
3134 LET FS(THIS)="0"
3140 PRINT AT LINE,COL; FLASH 1;"■": GO
TO 3300
3150 REM POSITION FIRST INDICATOR TO SHO
V CHOSEN SQUARE
3160 LET LINE=3+(( INT ( RND *3)*6)+ VA
L CS(CHOSEN)
3180 LET COL=2+ VAL DS(CHOSEN)+(( INT ( R
ND *3)*6))
3190 LET FIRST=0
3200 30 TO 3130
3330 INK 0
3490 30 SUB 3900
3500 IF INKEY$ = "Y" OR INKEY$ = "Y" THE
N 30 TO 4000
3510 IF INKEY$ <> "H" AND INKEY$ <>
"N" THEN 30 TO 3500
3520 IF THIS=CHOSEN THEN 30 TO 5000
3530 30 TO 3015
4000 REM CHOSEN CURRENT SQUARE
4030 IF THIS=CHOSEN THEN 30 TO 4500
4150 PPINT AT 9,19;"WRONG!": AT 11,19;"_
PETCHED"
4160 PRINT AT 12,19;"HUMANS!"
4170 PPINT AT 14,19;"IT WAS": AT 15,19;
"NUMBER ";CHOSEN
4180 PPINT AT 17,19;"O.K., STUPID:"
4190 PPINT AT 18,19;"WANT TO PLAY": AT
19,19;"AGAIN? (Y/N)"

```

Communicator
by S Springett

STOP PRESS

ZX MICROFAIR

FEBRUARY 4th

1984 AT ALLY PALLY



Be first in the queue and save money!

Send for advance tickets now —

only £1 for adults or 50p for kids.

(Prices on the day: £1.25 and 60p)

Send Cheque/P.O. and Stamped Addressed Envelope to
Mike Johnston, ZX Microfair, 71 Park Lane, Tottenham,
London N17 0HG.

(Make cheques payable to ZX MICROFAIR)

EXHIBITORS! Call Mike Johnston now on **01-801 9172!**

THE FABULOUS CASSETTE

50 FROM **Cascade**

ONLY £9.95
(INC. P&P and VAT)

50 GAMES ON ONE CASSETTE

DRAGON BBC A/B Spectrum Apple ATARI ORIC-I ZX81 VIC-20

It is impossible to tell you everything about the 50 games on CASSETTE - 50 but they include many types such as maze, arcade, missile, tactical and logic games, to suit most tastes in computer game playing. CASSETTE - 50 will appeal to people of all ages and the games will provide many hours of entertainment for all the family at a fraction of the cost of other computer games.

EXPRESS DELIVERY- ORDER NOW

Name _____

Address _____

Post Code _____

Country _____

Dealers & Stockists enquiries welcome.

Please send me by return of post, Cassette 50 at £9.95 per tape. I enclose a cheque/postal order for £_____ made payable to Cascade Games Ltd.

Please debit my No. _____

SPECTRUM ORIC-1 ZX 81 VIC 20 APPLE

BBC A/B DRAGON ATARI

cascade

Cascade Games Ltd., Suite 4, 1-3 Haywra Crescent, Harrogate, North Yorkshire, HG1 5BG, England. Telephone: (0423) 504526.

PCW 19/1/84

OPEN FORUM

Steer

on Dragon 32

The object of the game is to steer a car round a jagged track using one joystick. If the car should collide with the track edge or hit one of the chicanes, then it stops and you have a four-second delay. Times are

recorded and the lowest current time displayed. The program plays a tune to show you when a crash occurs.

The program is easy to run with full instructions embedded into it. It uses high-resolution graphics in colour set one. After a few games you should be more of an expert with the joystick so that this simple game is suitable

for people of all ages.

Program notes

190	Initialise lowest score
210-220	Set high-resolution graphics
230-420	Draw the circuit
430-450	Start the race
460-500	Move the car using the joystick
510	Crash?
520-620	Cross the finish line and times
630-720	Instructions

```
100' ****
110' *** STEER ***
120' *** B Y ***
130' *** MARTIN YEANDLE ***
140' *** POOLE ***
150' *** (C) ***
160' ****
170'
180'
190 L=10000
200 GOSUB 630
210 PMODE3,1:SCREEN 1,1:PCLS
220 COLOR 6,5
230 DRAW "BM20,0R40D20F10H10E20R20
D10U10R20F20R20E20D40G10E10R20
H20U20R40F20"
232 DRAW "D40L20G40U10D10L20H30F10
D20L20H20U20E20L20H10F10G20L20
G20L20D20R20"
234 DRAW "E20R20D20R20F20R20D10U10
R20E20R20D10U10E20F20D20L10R10
G30E10R20D40"
236 DRAW "H10F10L40U10D10L20H20L20
U10D10G20L20U20H10"
240 DRAW "F10D20L40H20G20L20"
250 DRAW "BM0,20R40E10G10F20R20U30
D10R40U10D10F20R20E10G10D20R40
E20H30F10R20"
252 DRAW "D20F10H10G40L20H20L20D20
F10H10U20E20H20L40D20L40D20L20
G20D20F20R20"
254 DRAW "E30G10F20R20F20U10D10R40
U10D10E20R20E20R10L10D20G20D20
R20E10G10L40"
256 DRAW "D10U10H20L20G30E10H20L20
D20F10H10L20D10"
260 DRAW "U10H20G20L20"
270 DRAW "BM10,0R244D191L254U181"
280 PAINT(65,10),8,6
290 PAINT(20,40),8,6
300 PAINT(210,25),8,6
310 PAINT(60,130),8,6
320 PAINT(150,10),8,6
330 PAINT(150,50),8,6
340 PAINT(185,35),8,6
350 PAINT(250,30),8,6
360 PAINT(90,70),8,6
370 PAINT(190,130),8,6
380 PAINT(70,10),8,6
390 PAINT(150,170),8,6
400 COLOR 7,5
410 DRAW "BM10,160D20"
420 COLOR 7,5
```

SOFTWARE FOR THE DRAGON

all machine code

MAURICE MINOR — NEW

Out for a quiet drive in your Morris Minor when you inadvertently wander on to a race track and find yourself in the middle of a Grand Prix. To turn back against the other cars would be suicide. The only thing to do is grip your teeth, grip the wheel, put your foot down and make for the finishing line and safety. If you can avoid the crash barriers and oil slicks, drive fast enough to avoid being run over by Mario and Nelson behind you, then you can think about overtaking the cars in front. Can you make it before your car falls to pieces? Another superb Arcade style game with animated high resolution colour graphics and sound. Requires one joystick.

A very fast action with accelerator, damage report, timer, six levels of skill and half of fame.

SUPPLIED ON CASSETTE £6.95

EDITOR/ASSEMBLER + DISASSEMBLER + MONITOR

Two pass global type. Supports labels of six characters. Directives: ORG, RMB, FCB, FOB, FCC, REM. Hexadecimal Arithmetic. Powerful debug Monitor includes 14 commands plus set break points, selection of useful subroutines and Disassembler.

Altogether a powerful program package with information for the serious user or interested beginner. Supplied on cassette.

PREVIOUSLY SOLD SEPARATELY FOR OVER £40. Now substantial sales let us bring the price down to only ... £19.95

Cheques/POs payable to J. MORRISON (MICROS) LTD.

(PCW12)

2 Glensdale Street, Leeds LS9 9JJ

ALL ORDERS DESPATCHED BY RETURN FIRST CLASS POST.

Callers and Trade enquiries welcome.

Tel: (0532) 480987

AVAILABLE FROM SPECTRUM AND OTHER GOOD SOFTWARE DEALERS

J. MORRISON (MICROS)

CRUSADER

A superb arcade-style game with animated high resolution colour graphics and sound. In quest of the Holy Grail you, our intrepid hero, have to overcome seven increasingly difficult stages to reach your goal, scale the city walls to reach the inner sanctum, swinging across pits, crossing enchanted lakes while avoiding deadly scorpions and devilish dwarfs. None of our testers has yet managed to get past Screen 5. Will you be the one to reveal the secret of the final screen?

SUPPLIED ON CASSETTE £8.95

DROIDS — (OPTIONAL JOYSTICK)

Stop the Droids removing lead shields to release the bombs which will destroy the world. Very fast game. Excellent Hi-Res colour graphics and sound.

SUPPLIED ON CASSETTE £8.95

CHESS

Hi Res display of board and pieces. 8 selectable levels of skill: CURSOR control move selection (No numbers/letters to enter). Supports CASTLING and EN PASSANT.

SUPPLIED ON CASSETTE £7.95

VULTURES — (use one joystick)

FAST MOVING GALAXIAN TYPE GAME in full colour with Hi-Res graphics and sound. A flock of vultures guard their eggs. As they swoop towards you try to kill them, but watch out. Just when you think you have killed them all, the eggs hatch!

SUPPLIED ON CASSETTE £8.95

BONKA

ADDICTIVE Arcade style game in full colour. Climb the ladders and dig holes to trap the "Meemies" before they kill you. 4 selectable speeds and choice of 1 to 9 Meemies to start.

NO JOYSTICKS NEEDED

SUPPLIED ON CASSETTE £7.95

STOMPING STAN

Machine Code Arcade Action.

Help STAN THE MAN collect his keys to the

next card in this

highly addictive

game £4.95

(48K only).

HOME RUNNER

Machine Code Arcade Type Game.

Can you run HOME to the next screen in the all action, musical game?

£4.95 (48K only).

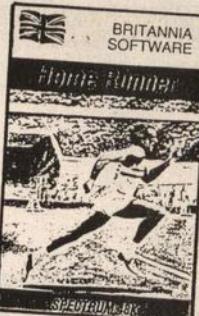


HOME RUNNER

Britannia Software

GRAND PRIX DRIVER

is a 3D full machine code Formula One racing car game. Can you reach the chequered flag ahead of the field? Excellent Sound and Graphics — Keyboard, Interface 2 or Kempston type joystick selectable. Fully compatible with Currah Micro Speech and Interface One ... £6.95 (48K only).

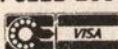


BRITANNIA SOFTWARE CO LTD

116 Woodville Road

CARDIFF CF2 4EE

Tel: 0222-25803



Cheques/POs payable to BRITANNIA SOFTWARE. Prices include P&P and VAT. All orders are processed on receipt.

Trade enquiries welcome

Britannia Software

OPEN FORUM

```

430 DRAW "BMOJ0R0"
440 I=0:J=0
450 TIMER=0
450 X=JOYSTK(0):Y=JOYSTK(1)
470 IF X<48 THEN I=I+1:IF I>255 THEN
I=255 ELSE I=I:Z=PPOINT(I,J):DRAW
"R1"
480 IF X<18 THEN I=I-1:IF I<0 THEN
I=0 ELSE I=I:Z=PPOINT(I,J):DRAW
"L1"
490 IF Y>48 THEN J=J+1:IF J>191 THEN
J=191 ELSE J=J:Z=PPOINT(I,J):DRAW
"D1"
500 IF Y<18 THEN J=J-1:IF J<0 THEN
J=0 ELSE J=J:Z=PPOINT(I,J):DRAW
"U1"
510 IF Z=6 THEN PLAY "L6CCL12C0EFL
6GGGE"
520 CLS:IF I<10 AND J>160 THEN T=
TIMER/50:GOTO 540 ELSE 460
540 CLS 3
550 PRINT @ 32,"YOUR TIME WAS";T;""
"SECONDS"
560 IF T<1 THEN L=T
570 PRINT @ 256,"BEST TIME SO FAR
IS";L;"SECS"
580 PRINT @ 352,"DO YOU WANT TO PLAY
AGAIN";
590 F$=INKEY$:IF F$="Y" THEN 210
600 IF F$<>"N" THEN 590
610 PRINT @ 416,"THANKS FOR PLAYING"
620 END
630 ' *** INSTRUCTIONS ***
640 CLS 3:PRINT @ 45,"STEER";

```

```

650 PRINT @ 96,"IN THIS GAME WHICH
IS CONTROLLED BY A JOYSTICK, YOU
MUST TRY TO";
652 PRINT " STEER A LINE ALONG A
CIRCUIT WITHOUT HITTING THE
EDGES."
660 PRINT @ 256,"EACH TIME YOU
COLLIDE WITH THE SIDES, YOUR
CAR WILL STOP AND"
665 PRINT " DELAY YOU FOR ABOUT
4 SECONDS."
670 GOSUB 730
680 CLS 4
690 PRINT @ 32,"THE OBJECT OF THE
GAME IS TO COMPLETE THE
CIRCUIT AS QUICKLY
695 PRINT " AS POSSIBLE."
700 PRINT @ 160,"WHEN THE JOYSTICK
IS IN THE CENTRAL POSITION,
YOUR CAR"
705 PRINT " WILL BE STATIONARY."
710 GOSUB 730
720 RETURN
730 PRINT @ 482,"PRESS SAE 3RD
TO CONTINUE";
740 F$=INKEY$#
750 IF F$<>" " THEN 740
760 RETURN

```

Steer
by Martin Yeandle

Microradio

GW6JJN



Amateur tv

Every now and then a program comes along that shines out among the rest. Such a program is *ATV*, published by the Worthing and District Video Repeater Group; it costs £5.50 from Robin Stephens, 'Toftwood', Mill Lane, Worthing, Sussex. *ATV* stands for amateur television and, to do the program justice, it was tested by one who knows about such things, Paul G4INP.

This is what Paul had to say: "ATV is probably the most impressive program yet seen in

the amateur radio context. Designed for the 48K Spectrum in conjunction with a fast-scan high-definition TV transmitter, *ATV* has 36 features which generate first-class pictures to send direct from the micro.

"Amongst the features are: a real-time clock which can be displayed at one of two screen positions and in one of two character sets; two test cards with users call sign inserted; two maps; cross-hatch; flags; colour bars and patterns. User input text may be scrolled across the screen and letters may be magnified. An impressive demo mode is also included.

"From the point of view of an *ATV*er, I have no doubt that this program offers an elegant and versatile solution to picture generation. Robin Stephens, the programmer, is to be congratulated on producing a well-designed robust

program which serves its purpose very well and, indeed, shows the Spectrum to be a very good graphics machine in its own right. Robin is G8XEU and can be contacted at the above address; please enclose a SAE with any enquiries."

Although I am not really into amateur television, I enjoy good programming. *ATV* is written entirely in machine code and in its presentation could teach many software houses a thing or two. For example, there is only one program to load which incorporates its own screen, without the need for loading basic loader plus screen plus program as in most commercial software.

The graphics are breathtaking and when the program draws the Union Jack in high resolution it is hypnotic. The test cards into which one can put one's own callsign are ev-

ery bit as good as those on the telly.

The high-res maps are my favourite, except perhaps for the real time clock display in hours, minutes, seconds and tenths which looks like the kind of thing that is on the screen during Olympic events.

I think it is clear by now that I am very enthusiastic about *ATV* and I certainly give it full marks.

If it were to be left in demo mode in your high street computer shop, it would sell a lot of Spectrums. W H Smith, take note.

Ray Berry GW6JJN

This series of articles is designed for radio and microcomputer enthusiasts alike. If you have any queries that you want answered, hints and tips to share, or topics that you would like to see covered, write to: Ray Berry, Microradio, Popular Computing Weekly, 12-13 Little Newport Street, London WC2R 3LD.



Mastercode Assembler

for the Commodore 64

Full Commodore 64 Assembler/Disassembler



£14.95

inc VAT

Mastercode is a substantial and complex program of use to anyone interested in writing machine code on the Commodore 64. Its features include:

- Machinecode monitor
- File Editor
- Disassembler
- Assembler

Mastercode is a full two pass assembler. It accepts labels, variables and equations within assembly language programs. It is possible to store programs anywhere in memory, even in parts occupied by the Assembler. Programs can be saved to either tape or disc.

The Machine Code Monitor includes:

- OUTPUT OF MEMORY TO SCREEN OR PRINTER ■ MODIFICATION OF MEMORY ■ EXECUTION OF MACHINE CODE PROGRAMS ■ SAVING OF MACHINE CODE FILES ON TO TAPE OR DISC
- LOADING OF MACHINE CODE FILES FROM TAPE OR DISC ■ STEP BY STEP TRACING OF THE EXECUTION OF A MACHINE CODE PROGRAM, INCLUDING DISPLAY OF REGISTER CONTENTS.

The Disassembler will translate into assembly language the contents of any area of memory, whether the 64's ROM or a user program. Output may be sent either to the screen or a printer.

The File Editor includes:

- ENTRY OF NUMBERED LINES OF ASSEMBLY LANGUAGE INSTRUCTIONS ■ LISTING, INDIVIDUALLY OR IN BLOCKS, OF PREVIOUSLY ENTERED LINES ■ DELETION, INDIVIDUALLY OR IN BLOCKS, OF EXISTING LINES ■ RENUMBERING OF EXISTING LINES ■ SAVING OF ASSEMBLY LANGUAGE FILES TO TAPE OR DISC ■ LOADING OF ASSEMBLY LANGUAGE FILES FROM TAPE OR DISC ■ ADDITION OF A BLOCK OF MEMORY SPECIFIED BY THE USER TO THE USER'S ASSEMBLY PROGRAM

The Assembler allows the translation of assembly language programs into machine code with full error checking, labelling and a range of assembler directives.

LOOK OUT FOR THE SUNSHINE RANGE IN
W.H. SMITH'S, BOOTS, JOHN MENZIES,
OTHER LEADING RETAIL CHAINS AND
THROUGH OUR NATIONAL NETWORK OF
BOOK SHOPS AND SPECIALIST STORES.

Please send me Commodore 64 Mastercode Assembler
@ £14.95 inc VAT. I enclose cheque/postal order for £ made
payable to Sunshine, 12/13 Little Newport Street, London WC2R 3LD.
Or telephone your order through Access/Mastercard on 01-437 4343

Name _____

Address _____

Signature _____

Tread The Path of Adventure with GILSOFT

FOR THE 48K SPECTRUM



MAGIC CASTLE £5.95

Try to rescue the princess from the castle, but beware of booby traps and vampires! A gripping adventure for the 48K Spectrum.



THE QUILL
£14.95

THE QUILL is a major new utility written in machine code which allows even the novice programmer to produce high-speed machine code adventures of superior quality to many available at the moment without any knowledge of machine code whatsoever. Using a menu selection system you may create well over 200 locations, describe them and connect routes between them. You may then fill them with objects and problems of your choice. Having tested your adventure you may alter and experiment with any section with the greatest of ease. A part formed adventure may be saved to tape for later completion. When you have done so **THE QUILL** will allow you to produce a copy of your adventure which will run independently of the main **QUILL** editor, so that you may give copies away to your friends.

THE QUILL is provided with a detailed tutorial manual which covers every aspect of its use in writing adventures. For the 48K Spectrum



DIAMOND TRAIL £5.95

RECOVER THE SINCLIVE DIAMOND AFTER A DARING ROBBERY. FIRST YOU MUST OVERCOME MANY PROBLEMS IN A CITY HAUGHT WITH DANGER AND INTRIGUE. THIS IS OUR LATEST ADVENTURE FOR THE 48K SPECTRUM.



TIMELINE & TASKS £5.95

A superb 16K adventure in which you must locate your time machine to return to the present. Plus a collection of mind stimulating puzzles.

Our Software is now available from many computer shops nationwide, or direct from us by post or telephone.

SAE for full details of our range.

Dealer enquires welcome.

GILSOFT

30 Hawthorn Road
Barry
South Glamorgan
CF6 8LE
0446 736369

Credit Card Order line
Personally manned for 24 hours
0222 41361 Ext 430



Home
Computer
Centre



29 Millcroft, Crosby, Liverpool L23 9XJ

Tel. 051-727 8050

ASTERFRET TRADING LTD INCORPORATES
HOME COMPUTER CENTRE

MOTHERBOARDS

VIC 20 4 SLOT SWITCHABLE - £28.95
CBM 64 4 SLOT SWITCHABLE - £29.95

LIGHT PENS

CBM 64 + FREE GAME - £28.75
VIC 20 + FREE GAME - £28.75



16K STANDARD
£27.95



RAM PACKS

VIC 20 16K STANDARD - £27.95
VIC 20 16K SWITCHABLE - £35.95
VIC 20 32K SWITCHABLE - £49.95

ALL RAM PACKS CARRY 2 YEARS GUARANTEE

Please allow up to 21 days for delivery. All prices include V.A.T., postage and packing.

If you wish to be added to our mailing list,
please tick the appropriate box

PLEASE SEND ME

Qty



Name _____

Address _____

I enclose Cheque/PO for £ _____

Home
Computer
Centre



PCW

- VIC 20
- CBM 64
- 16K Std. Ram Pack
- 16K Switchable Ram Pack
- 32K Switchable Ram Pack
- VIC 20 4 Slot Motherboard
- CBM 64 4 Slot Motherboard
- VIC 20 Light Pen
- CBM 64 Light Pen
- BBC Light Pen



If you've ever been killed by the evil goblin, flamed by a dragon or turned to stone by a wizard...

then you need Micro Adventurer – the new monthly magazine devoted to all microcomputer adventures, war games and simulations.

Each issue offers a wide range of stimulating features, including:

- Helpline and Contact columns
- Reviews of the latest adventures
- Competitions with exciting prizes
- War gaming advice
- Adventures to type in and play
- Profiles of famous adventurers
- Advice on how to write your own adventures

If all this sounds too good to be true then fill in the form below to make sure you receive your copy of Micro Adventurer.



SUBSCRIPTION ORDER FORM

Please send me 12 issues (a year's subscription) of Micro Adventurer, beginning with the _____ issue.

Name _____

Address _____

Signature _____ Date _____

This order should be accompanied by a cheque made payable to Micro Adventurer.

UK subscribers

A year's subscription is £10.00 — please send this form with payment to Micro Adventurer, Subscriptions Department, Oakfield House, Perrymount Rd, Haywards Heath, Sussex.

US/Canadian subscribers

A year's subscription at air-speeded rates is US\$33.95 — please send this form with payment to Micro Adventurer, c/o Business Press International, 205 East 42nd St., New York, NY 10017.

THE BEST SOFTWARE AT UNBELIEVABLE PRICES

SPECTRUM

	CBM 64		
Johnny Reb 48K	£4.90	Mission Om.....	£7.15
Omega Run 48K	£5.35	Laser Zone.....	£6.75
Black Crystal 48K	£6.70	Hexpert.....	£7.15
Heathrow ATC	£7.15	3D Time Trek.....	£5.35
3D Seidab Attack	£5.35	Arcadia 64.....	£4.95
Light Cycle.....	£5.35	Fabulous Wanda.....	£7.15
Deep Space 48K	£5.35	Super Copter.....	£5.05
Jetpack.....	£4.90	Quintic Warrior.....	£7.15
Star Warrior.....	£6.25	Purple Turtles.....	£7.15
Sheer Panic.....	£5.35	Snooker.....	£8.05

Dust Cover: Spectrum £1.95; CBM 64 £2.95

Joysticks: Tac 2 £18.95; Starfighter £13.95; Quickshot £9.95.
Discount Software also available for Vic20 and Atari, send SAE for lists,
stating make of machine.

LOAD ENTERPRISES, c/o Ensemble (PCW), 35 Upper Bar,
Newport, Shropshire TF10 7EH. Tel: (0952) 813667.

GAMES FOR AQUARIUS

Gamespack 1 contains — Bombadier, Fruit Machine, Hangman,
Alien Descent, Soccer Manager — £4.99

Gamespack 2 contains — Dungeon Adventure, U-Boat, Golf,
Starcatcher, Moonraker — £4.99

SPECIAL OFFER

BOTH TAPES ONLY £7.99

POs, cheques to

DATASOFT

77 KINGS ROAD, ASHTON-UNDER-LYNE, TAMESIDE, LANCs

Mail order only

Trade enquiries welcome

Please allow 14 days for delivery

POPULAR Computing WEEKLY

Back Issues

Almost all the copies of PCW that you missed can still be bought as back issues for only 50p, including postage and packing.

An index of the contents of the 36 issues published in 1982 is now available from the Publishers for only £1.20. It includes full details of all the programs, routines, reviews and news that you might have missed.

Please send me the following back issues at 50p each:

Total £_____

Please send me a copy of the 1982 PCW Index at £1.20

I enclose a cheque/postal order for £_____

Name _____

Address _____

Please return to Back Issues, PCW, 12-13 Little Newport Street, London WC2R 3LD.



MONSTER SOFTWARE CLUB

SOFTWARE LIBRARY FOR THE DRAGON 32.

- ★ Software for hire from 11 manufacturers
- ★ Over 90 titles to choose from, and growing
- ★ TWO YEARS membership for only £8.00
- ★ Same-day service

Send for details of FREE three months trial membership enclosing SAE to:

MONSTER SOFTWARE CLUB

32 Lennox Drive
Lupset Park, Wakefield WF2 8LU



Adventure writing

There surely can't be any adventurer who has not occasionally taken time off from trying to squeeze through a narrow cleft in the rock, or open the jewelled egg, to sit and gaze at the screen and wish that he or she could write an adventure for a microcomputer. One or two, of course, don't have to wish, but for the rest of us, the imagination is willing — it is the programming skill that is weak!

Your wish is now granted (at least if you are a Spectrum owner). Some weeks ago (PCW Vol 2 No 50 to be exact), I mentioned *The Quill*. This package, from Gilsoft, is an adventure-writing aid, and does for adventurers what programs like *Hurg* from Melbourne House, and the *Games Designer*, from Quicksilva, do for the arcade fan. *The Quill* sits between the user and the computer's operating system — that is, it handles all the coding for the author, allowing his imagination to run riot.

Many of the adventure-oriented software houses run a similar, self-written program. Scott Adams, for instance, uses his own "generator", merely rewriting the scenario for each adventure. Closer to home, Level 9 operates in a similar way, using their "A-code" compiler as a framework on which to build their excellent adventures. The latest release, *Lords of Time*, was written by Sue Gazzard. Having written the storyline, she then passed it on to Level 9's programming team, who constructed the adventure ... and it's another winner!

The Quill, however, is available to anyone with £15. To describe it briefly (refer back to this column in the aforementioned issue, and the December issue of *Micro-adventure* for more detailed reviews of the program), the author draws a map of his adventure and then constructs a list of the locations, along with all the objects and puzzles, words that the computer should recognise and types them in, using *The Quill*. The program does the rest, and what comes out at the other end is a full-blown, machine-coded adventure.

The framework supplied by *The Quill* takes the standard text form: that is, the location is described, together with the objects to be seen, and then the computer waits for your command. The format used in *The Quill* is of the "I'm in the . . ." kind,

but the user can easily change this to "You are in . . .", by using a file already supplied. The difference is subtle, but major, I think.

Colour is under the full control of the user, with text and background colours being easily selected, as well as individual words, which may be highlighted by *Flash*, *Inverse* or *Bright*. Sound is also catered for, although *The Quill* is not particularly ambitious in this area. User-defined graphics may be defined beforehand, from Basic, and then loaded into the database.

All this is very clearly described in the large, 52-page manual. Using this, anyone with the minimum of experience can construct an adventure, with imagination the only limit.

Gilsoft have available, for £2, a demo tape which shows the capabilities of *The Quill*. A new adventure, *Magic Castle*, has also just been released, written with *The Quill*. Unfortunately, I believe it does not do justice to the compiler. It is a good, tough adventure in the traditional mould, complete with torches to be lit, keys to be got, forests and minefields in which to get lost and so on. Such is the reviewer's lot that I haven't ventured far into the adventure, and it may burst into *Zork*-like brilliance in later stages. But so far as I have played it, it is like a steam pudding, satisfying but rather stodgy!

At £6 I find it rather expensive. It would make a good demonstration tape of *The Quill*, but as I've said, Gilsoft already have one available.

Mindbenders from Paul Styles

As for third party adventures written with *The Quill*, Gilsoft don't, I'm glad to say, expect to receive royalties, being content with a mention in adverts and so on. The subject of royalties for the use of compilers in writing games software must be a dead duck — the cost of collecting would outweigh the royalties received. Imagine having to buy a copy of every games tape.

One or two programs have appeared recently written with the aid of *The Quill*, and now reader Paul Styles has sent me a copy of his adventure, *Mindbender*. In his covering letter, Paul admits that "it is an entirely amateur production — I am merely an adventure fan". Merely! Anyway, *Mindbender* is exactly what I hoped would result from *The Quill*. Released from the burden of having to write the code as well as the scenario, with all the headaches that poses for most of us, Paul has come up with a smashing adventure.

The adventure starts in my favourite way, at an innocent location with a not too difficult little puzzle as a teaser, to draw the player gently into the main game. In this case, you are sitting in your office — on the desk before you are a diary, a telephone and, of course, a Quill! You can fiddle about with these for a little while, savouring the comments (try phoning home, or reading the diary), until, after a certain time, the

phone rings. A voice with an odd, lilting accent mumbles something in Welsh. It could be relevant to the adventure, but to me, it looks like "Wales roots OK"! The net result is that you find yourself falling . . .

The ensuing escapade through some 100 locations is a highly imaginative, well-plotted romp. Styles' fondness for all things Wales-ish crops up from time to time. You cannot just eat any old food when you feel faint and hungry. You'll find a wide choice, but the presence of leeks might ring some bells.

Although the scenario is enjoyable, the puzzles are as tough as any adventurer could wish for. There are none of those awful "Oh dear, you seem to have slipped and broken your neck" remarks. Any accidents you have are a result of your own carelessness, but mostly, you'll find several ways of approaching the various puzzles.

In sum, the environment is tough but entertaining and most actions will have some effect, so that the player can move around fairly fast, although not always with pleasing results. Paul has used *The Quill* to very good effect in writing *Mindbender*, with good use of colours and sound (witness the telephone ringing, an obvious device, but not used before on the Spectrum to my knowledge). I can recommend *Mindbender* as an excellent adventure, and as an encouragement to those of you who may be thinking of trying *The Quill*.

Stop press! Just as *The Corner* went to press, I heard that *Mindbender* is now to be marketed by Gilsoft at £5.95.

The Peterborough company, Applications, has also used *The Quill* to write their latest release, *Denis through the Drinking Glass*, which is a comic adventure about the Iron Husband. Some of you may remember my comments, some months ago, about having to occasionally join the queue in the office to get a chance to see a program. Such is the case here . . . I haven't actually seen this one, but Graham "Grand Wizard" Taylor is sitting hunched before a monitor, mumbling "Great . . . Fantastic!" He assures me that it is one of the funniest, and diabolically logical, adventures he has seen.

Applications has also just released *Archimedes' Magic Screw*, in which you have to help him find the secret of the Universe (and the soap). DTTDG's follow-up is *The Tebbit!* *The Quill* and Applications seem to have made a perfect union!

See you at the nineteenth, Bill, toodle-
pip!

This series of articles is designed for novice and experienced Adventurers alike. Each week Tony Bridge will be looking at different Adventures and advising you on some of the problems and pitfalls you can expect to encounter. So, if you have an Adventure you want reviewed, or if you are stuck in an Adventure and cannot progress any further, write to: Tony Bridge, Adventure Corner, Popular Computing Weekly, 12-13 Little Newport Street, London WC2R 3LD.

ALPHA-NUM

(Spectrum 48K/Modified Version for 16K)

Nine-feature menu includes alphabetical and numerical sorting, indexing, review, update and copy (for printer). An invaluable aid for writers, teachers (register, marks, etc), Small traders and hobbyists of all kinds.

HOME INVESTOR

(Spectrum 16K/48K)

An essential program for the private investor. Menu driven program enables user to ascertain future value of investment; actual rate of growth; present values; period required to amass specific sum; mortgage and annuity calculations; flat and redemption yields; net of tax returns... and still more!

EACH £4.95 — BOTH FOR £8.95 (POST FREE)**ORIGINAL SPECTRUM UTILITIES AT REDUCED PRICES**

ZXed Toolkit (DK Tronics) £5.00. Compiler (Wye Valley) £6.50. 64 Print/Master Define (Ahmed) £3.50. Kopycat (Med Soft) £3.00. ZX Toolkit (Star Dreams) £5.00

R. G. WINFIELD Bsc (Econ) FIB

Dept 1, 7 Gore Lane, Rayne, Essex CM7 8RL

THE

RUN
.....
IS HERE

**TALLENT MICRO
LYNX****— YOUR COMPUTER
TO EXCELLENT SOFTWARE****M/C PROGRAMMERS — ENHANCE THE POWER
OF YOUR MONITOR WITH****SUPERMON****SINGLE STEP****DISASSEMBLER****EXTASSY****TWO PASS****ASSEMBLER****£7.50 each for listing and program explanation****TALLENT MICRO****18B NEW ROAD, WOODSTON
PETERBOROUGH, CAMBS PE2 9HA****POPULAR Computing WEEKLY****Back Issues**

Almost all the copies of PCW that you missed can still be bought as back issues for only 50p, including postage and packing.

An index of the contents of the 36 issues published in 1982 is now available from the Publishers for only £1.20. It includes full details of all the programs, routines, reviews and news that you might have missed.

Please send me the following back issues at 50p each:

Total £

Please send me a copy of the 1982 PCW Index at £1.20

I enclose a cheque/postal order for £

Name

Address

Please return to Back issues, PCW, 12-13 Little Newport Street, London WC2R 3LD.

NEW IN THE NORTH-WEST

- ★ **ELECTRONIC COMPONENTS**
- ★ **WILL REPAIR POPULAR MICROS AND PRINTERS AT LOW PRICES**
- ★ **APPLE AND EPSOM SPECIALISTS**
- ★ **ZX81 AND SPECTRUM ADD-ONS**

Open 9 am—8 pm Monday—Saturday

MANCOMP LTD

PRINTWORKS LANE
 LEVENSHULME, MANCHESTER 19
 M19 3JP. Tel: 061 224 1888

DISCOUNT SOFTWARE

HUGE DISCOUNTS OFF MOST COMPUTERS

12-PAGE CATALOGUE, INCLUDING:

	RSP	Our Price
SPECTRUM		
Manic Miner (Bug-Byte)	£5.95	£4.95
Ant Attack (Quicksilver)	£6.95	£5.95
Hobbit (Melbourne)	£14.95	£11.99
COMMODORE 64		
Everest Ascent (Sheppard)	£6.50	£5.00
Hunchback (Ocean)	£6.90	£5.90
BBC		
Sticker Puzzler (DK Tronics)	£8.95	£5.95
Dictator (DK Tronics)	£8.95	£5.95
ORIC		
Asteroids (Artic)	£5.95	£4.95
Boxy Boa (CDS)	£5.95	£4.95
DRAGON		
Maurice Minor (J. Morrison)	£6.95	£5.95
Legit (Imagine)	£5.50	£4.50
CWO P&P 55p 1 Tape, 2 or more Post Free. SAE for 12-page catalogue of software for most computers, to:		
DISCOUNT SOFTWARE, 45 Brunswick, Bracknell, Berks		

OLTROSOFTMAIL
ORDER
ONLY

BETTER SOFTWARE AT BETTER PRICES

OLTRO HOUSE (DEPT PCW), 31 KEITH PARK ROAD, UXBRIDGE, MIDDLESEX

SALE SALE SALE SALE SALE

To make room for new stock we are offering a limited number of the following at these ridiculous prices:

SPECTRUM	CBM 64
IMPACT Startrek	£4.95
IMAGINE Zip Zap	£4.65
MIKRO-GEN	
Cosmic Raiders, Mines of Saturn	each £4.95
DRAGON 32	VIC 20
CABLE Drone	£7.25
GEM Monster Mine, Sultans Maze	each £5.95
	LLAMASOFT Abductor, Laserzone, Matrix
	each £4.95
	ROMIK Space Attack, Power Blaster
	each £4.95

BUT HURRY, SALE ENDS JANUARY 31, 1984SEND SAE FOR OUR CATALOGUE
(PLEASE STATE MACHINE)**P100 ZXTEXT 100 Thu 19 Jan 17:44/51****TELETEXT ON
YOUR SPECTRUM**

Create your own 900-page teletext system using the revolutionary new ZXTEXT. Full colour text and graphics, 24-hour clock with alarm, rolling page facility, free sample system — it's all here! Build up a teletext tape library. £4.95 from IAIN STEWART, 17 TORY DRIVE, ALVA FK12 5NQ.

ANY SIZE SPECTRUM — ONLY £4.95



FOOTBALL MANAGER

Peter May of Dudsbury Road, Sidcup, Kent, writes:

Q Recently, I saw Addictive Games Football Manager and I was very impressed with it. But, my friend has a Spectrum, and I would like to know if it is available for a Commodore 64?

A This game is not available on the Commodore 64 as yet, but with the big Christmas sales of this machine you might see a version sometime this year. You might be interested in another program called *International Soccer* which is a cartridge available from Commodore for £9.99 and is one of the best simulations I have ever seen.

COMPATIBLE DRIVE

P Buckton of Tollys Mill, Cambridgeshire, writes:

Q Having recently invested in a Commodore 64, I am getting along very nicely. A friend is selling off a Vic20, with a lot of attachments including a disc drive (1540). He is willing to sell me the drive separately. Is the 1540 compatible with my Commodore 64?

A All that will need to be done is that the Rom within the drive will have to be changed. The 1540 is called an intelligent drive because it has its own 6562 CPU, and its own Rom; it also has 2K of RAM. This means that it can get on with such things as formatting discs, while the computer is doing another task. You will have to ask your Commodore dealer to get the correct DOS, otherwise I cannot see that you should have any problems assuming that

the drive is in correct working order.

ROM AND RAM

S Golding of Setters Hill Estate, Baltasound, Unst, Shetland Islands, writes:

Q Being a novice, when it comes to writing programs in Basic, am I right to say that a program is converted to numbers by the Rom and then stored as numbers by RAM? If so, could you enlighten me on the saying that machine code is faster than Basic? Why is this true if machine code consists of numbers also?

A Yes and no. The computer stores the commands as a series of one-byte tokens — on the Spectrum these are between 128 and 255. Try these three lines:

```
10 FOR a = 128 TO 255
20 PRINT CHR$(a);
30 NEXT a
```

When a program is run, the computer will take each phrase in sequence, read it and then call necessary Rom routines to execute it. This reading and executing phrase by phrase is called interpreting. Each phrase is interpreted separately, as the computer progresses through the program.

The process of interpretation takes a long time, hence the use of machine code, which by-passes the calling and reading of each token in turn and reads directly with the CPU. Consequently, it is faster.

A BUS AND A LINE

Matthew Barnes of Reading Road, Twyford, Berkshire, writes:

Q Please could you tell me the difference, if any, between a line and a bus? And could you tell me whether a data bus and data line are different from an address bus and an address line?

A There are four words here that need defining. A line is a single connection between two points. A bus, on the other hand, is several of these connections that run from one group of connections to another. Thus, a group of lines between say the CPU and the RAM would be a bus.

Data and address refer to the type of information carried on the line or bus. A data bus or line carries just that, data. Obviously, address refers to lines that carry addresses.

SPECTRUM PRINTER

S Alrega of Alwyn Drive, Longsight, Manchester, writes:

Q I intend adding a proper printer to my 48K ZX Spectrum. Could you let me know the points I should bear in mind when buying a printer? Is there a place that I can buy second-hand printers? I want the printer to be able to support Spectrum graphics, and user defined graphics.

A There are a few important things to bear in mind when hooking up your Spectrum to a proper printer. First of all, you will need an interface — probably a centronics one is the best to buy — Hildesby, Kempston, Morex and Tasman all do reliable ones.

The next thing to decide on is the type of printer you need — what will you be using it for? If the answer is mainly program listings and just home uses then probably what you need is a dot matrix printer. You can buy these from around £200 second-hand or £250 new. A big advantage of this type of printer is that, since all the characters are created from dots, there are usually many more options as to what style of print you use, sometimes even a choice of character sets.

However, if you intend to do a lot of word processing and formal letter writing you might feel you need typewriter quality print — in which case go for a daisywheel printer which actually prints in the same way as most typewriters, ie, with a hammer action. These cost around £350 upwards.

So far as the question of graphics is concerned, I'm

afraid the news is not good — what the printer can print depends totally on what characters it, rather than the computer, is supplied with. This rarely includes many graphic shapes and never user defined graphics. If you list programs with these in them, you are likely to get either a space or a question mark printed. Only if someone brought out a printer specially designed for the Spectrum, but using full width plain paper, would you be likely to get all the features you require.

For T Harper of Merseyside and Alison Donald of Stirling, Stellar Services of 8 Firtree Vale, Leeds LS17 7EY markets an astrology program for the 48K Spectrum. The same company also makes astrology programs for the Dragon 32 and 16K ZX81. The ZX81 program comes in two parts, costing £8 and £10, while the Dragon program costs £15. I'm afraid that I have not been able to find an astrology program for the Lynx.

Bob Thomas of Crosby, Liverpool, and F Farmer of Cleethorpes, will be pleased to know that the Tandy CGP 115 can be used with the BBC computer. It would take an article to deal with the subject, which is what we had in Vol 2 No 14 written by Dan Smith.

G Bennet of Newbury, D Hawkins of Great Missenden and Val Jenkins of Carlisle, would like to know if the new Atari range of computers will run existing Atari software. Fundamentally there is not a great deal of difference between the new machines and the old 400 and 800. The new models will run most existing Atari software. They have had the few bugs there were removed, and some new features added. With a completely new, and probably cheaper re-styling of the various units within the system, you get the new X1 range. There are no plans at the moment for the entire range to be available over here.

Is there anything about your computer you don't understand, and which everyone else seems to take for granted? Whatever your problem PEEK it to Ian Beardmore and every week he will POKE back as many answers as he can. The address is PEEK & POKE, PCW, 12-13 Little Newport Street, London WC2R 3LD.

BACK-UP TAPE COPIERS

New and unique machine code programs that can provide security back-up copies of most Sinclair and BBC computer programs. Supplied on cassette with simple instructions for the following machines:

COMMODORE 64	£5.95
VIC 20	£5.95
BBC MODEL A/B	£5.95
ORIC 1	£5.95
SPECTRUM 16/48K	£5.95

Price includes VAT, post, and packing.
Send cheques and P.O.s to:

WALLTONE LTD.

Crown Court Yard, Bridge Street,
Evesham, Worcestershire

ZX81 — SPECTRUM

We can now offer out-of-guarantee repairs by our Computer Dept. Our engineers have had over three years' experience servicing Sinclair Computer products. Price including p&p, ZX81 — £11.50; 16K Ram — £9.95; Spectrum — £18.75. Send with cheque or P.O. T.V. Service of Cambridge Ltd., French's Road, Cambridge CB4 3NP. Tel: (0223) 311371.

CLUBS

SOFTWARE EXCHANGE. Swap your used software, £1 per exchange, Spectrum and Dragon. See please: UKSEC, 15 Tunwell Greave, Sheffield S5 9GB.

VIDEO GAME CLUB by the Spectrum specialist. Phone 01-459 0831 for details of special offer and catalogue of latest software available.

AQUARIUS

GAMES PACKS FOR UNEXPANDED COMPUTER BUNCH OF 5 / GAMES PACK 1

Snake, Masterguess, Symon, Bomber, Hi-Lo £4.95

GAMES PACK 2

Collector, Blocked!, Rocket Run, Minefield, Air Defence £4.95

SPECIAL OFFER

ORDER BOTH TAPES FOR ONLY £8.95
CASSETTE RECORDER LEAD £1.95

PROCESSOR LTD
A.O.S. House
1 Willow Parade
CRANHAM
Essex RM14 1DZ

BOOK NOW IN STOCK £5.95
AQUARIUS AND HOW TO GET THE MOST
MAIL ORDER ONLY
SAE FOR FURTHER DETAILS

SOFTWARE

SOFTOPTION, the Spectrum software shop. Swap your cassettes within 24 hours. See for details: Softoption, 8 Wyre Street, Ashton, Preston, Lancs PR2 2RQ.

"YOUR OWN SOFTWARE BUSINESS" Start your own full/part time Home Based Software Business. Specially written Manual covers all you need to know including all Legal/Practical aspects. Advertising, Accounts, Sign Writers, Supplies, etc etc. Order Now! Send £3.99 to: T.M.B. (PC), 158 Kingsward Road, Prestwich, Manchester.

BBC SOFTWARE 'News of 1983'. Classified stories, subject search, headlines, includes Jan 1984. Detailed analysis on cassette, £4. Telephone Upminster 22778.

AMAROSOFT. Software for most popular microcomputers. Do you own a CBM-64, Vic20, Spectrum, Oric, BBC, Dragon? Send for a free software list from: Amarssoft, 88 High Street, Southall, Middlesex UB1 3DB.

SPECTRUM USERS. We specialise in serious software for home and business applications. Send SAE for list. S.D. Systems (PW), PO Box 24, Hitchin, Herts.

GRANGEFONT

Now you can design all or part of your own character sets for use with your BBC Model B and Epson FX80 Printer. Print in Old English script or handwritten style characters! Very easy-to-use program.

**Only £8.95 (cassette)
or £8.95 (40-track disc)**

SAE for full details, or two to:

GRANGE SOFTWARE
88 Grange Road
WIGSTON, Leicester LE8 1JJ

CENTRAL HEATING CALCULATOR

TAPE gives radiator and boiler sizes. Metric tape gives areas, perimeters, volumes and capacities of cylinders, cisterns and pipes, with Imperial to metric conversions. Ideal for business, college and school use, £7 each. Dragon, BBC (B), TRS 80 III, IV, Tordwood Educational Tapes, 250 Leicester Road, Markfield, Leicester.

ORIC 1 "HORSE RACING" analyses any race in seconds. Gives selections. Each horse's chance shown. Cassette £4.50. N. Beasley, 14 Rae Street, Edgeley, Stockport SK3 9LJ.

*** LYNX ***

FILING PROGRAM

Names, addresses and telephone number of any friend or business client at your fingertips.

ONLY £5

M. A. Butt, 78 Ryan Street, Bradford
West Yorkshire BD5 7AP

EDUCATIONAL SOFTWARE

READ 'N' TELL for 16/48K Spectrum. Improve your child's reading or teach your pre-schooler to read! A new program for parent and child, £5.95. Cheque or P.O. to: Fiction Software, 91 Sandford Road, Birmingham B13 9BU.

3.5K VIC20 Junior Maths Programs

MULTIPLICATION Missle War — Competitive fun for all the family. Read and solve — teaches and tests correct use of arithmetic operations. Hot and cold — guessing with clues. Run programs then list. See how they work. All for £5. Beechsoft, 68 Beech Gardens, Rainford WA11 8DL.

DEALERS

SOFT MACHINE

OPEN MON-SAT, 10.30-6

We offer a selection of the Finest Books and Software currently available for: Oric, ZX81, Spectrum, BBC, Dragon, Vic20 and Commodore 64 Microcomputers.

**3 STATION CRESCENT,
WESTCOMBE PARK,
LONDON SE3.**
Tel: 01-305 0521

or send SAE for free Catalogue
(State which Computer)

COMMODORE 64 £16.46

(Excluding VAT)
Disk drives and cassettes also available
Tel: Floyd Partnership, Tel: 01-969 0819
or send SAE

Image Science Micro Computers Ltd
189 Freston Road, London W10 6TH
or cheques/P.O.s (add 15% VAT) and £8 for
p&p Securicor delivery

Full after-sales maintenance on all
Commodore equipment bought from us

**CONTACT ANGLIA COMPUTER
CENTRE** for the Spectrum 16K plus
48K, Vic20, Dragon, Lynx, Vic and
Epson HX-20. Tel: (0603) 667-036.
(Unbeatable prices.)

**24 The Parade
COMPUTER CABIN** Silverdale, Newcastle
Cabin Tel: 0782 636911

**Official dealers for
Commodore, Sinclair, &
Acorn. BBC service and
information centre**

*Huge range of hardware and
software backed up by
sophisticated service department*
The New Memotech Computers now in stock

SERVICES

IBS RECORDS COMPUTER PROGRAMS

REAL-TIME or (Slow) HIGH-SPEED Professional Cassette Data Transfer and Blanks from 1 to 1,000+ Computer printed Cassette Labels, etc. Fast Computer service.
IBS records — a division of FILTERBOND LTD, 19 Saddlers Way, Hertford SG14 2DZ.
0992 551188

DRAGON LISTINGS: Send cassette and £1.20; also software typing tutor, £4; Database, £3. Orders to 56 Plough Lane, Purley, Surrey.

FOR HIRE

TO HIRE A COMPUTER from ZX81 upwards, ring or write to Business and Computer Services, 292 Caledonian Road, London N1 1BA. Tel: 01-607 0157.

MAGAZINES



DRAGON USER

To make the most of your Dragon you need **Dragon User** — the independent magazine for Dragon owners. To make sure that you receive a copy of Dragon User regularly subscribe direct to us. A year's subscription costs £8 for 12 issues or subscribe for two years for £14.90 and receive a free copy of either **The Working Dragon** or **Dragon Gamesmaster** (overseas rates available on application). Send a cheque or postal order made payable to Dragon User, and accompanied by your name and address, to Dragon User Subscriptions Department, Oakfield House, Perry Mount Road, Haywards Heath, Sussex RH16 3OH.

DEALERS

SOFT MACHINE

OPEN MON-SAT, 10.30-6

We offer a selection of the Finest Books and Software currently available for: Oric, ZX81, Spectrum, BBC, Dragon, Vic20 and Commodore 64 Microcomputers.

**3 STATION CRESCENT,
WESTCOMBE PARK,
LONDON SE3.**
Tel: 01-305 0521

or send SAE for free Catalogue
(State which Computer)

ACCESSORIES

TIED UP YOUR DESK

with a tv/monitor stand (20" x 12" x 5"), teak finish, only £6.95 + £2.95 p&p. Phillips, 22 Chesterfield Road, Southport, Merseyside.

adapt electronics

RAMLOCK The answer to "Wobbly Rampage"!
RAMLOCK Suitable for ZX80 and 81 £7.50
SPACER KIT In use RAMLOCK with ZX81/PRINTER £1.50
256 RAM RAMLOCK for ZX81/PRINTER £1.50
8K BASIC RAM for ZX81 or update your old ZX80 £2.00
8K BASIC RAM for ZX81 or update your old ZX80 £2.00
16K RAMPACK for ZX81 made by Sinclair £12.00
VIDEO OUTPUT ADAPTER for any ZX or SPECTRUM £10.00
Full instructions NO SOLDERING NECESSARY £2.75
SPECTRUM RS232 Leads for Interface £1.00
Postage and packing £1.00 add £1.00 for P&P or send SAE for further details

20 STARLING CLOSE BUCKHORN HILL HESKETH 09574

A MUST FOR MICRO OWNERS

Eliminate loss of Data and Ghosting through static with a permanent ANTISTATIC work area place mat. Size 1 metre x 1.25 metres. £8.30 inc VAT, P&P. Cheques/P.O. to **DOWERS INTERIORS**, 98 Oxford Road, Banchory, Oxon OX16 7QU. Tel: 0295-52055.

Futura Software

Protect your computer from dust with a stylish Tech-Care cover. Available to suit the following micros:

DRAGON 32
BBC Model A or B
and COMMODORE VIC
Only £4.80 inc. p&p.

Blank C16 computer cassettes including labels and library boxes Only £4.50 inc. p&p.

Please allow 21 days for delivery
Send to: **FUTURA SOFTWARE**
63 Lady Lane, Chelmsford
Essex CM2 0TQ

FOR SALE

ISSUE (3) 48K Spectrum, 3½ months old, with software valued over £850, new AGF programmable joystick interface (joystick, cassette recorder, amplifier sound box), three cassette suitcases. Complete lot worth over £1,000. Any offers invited. Tel: Tony, 021-771 1383 after 7 pm.

BBC B, 1.2 OS, DFS (disc interface), Wordwise, Commstar, ROMs, joysticks, games, including Chess, Acorn AP-100A printer, all excellent condition, £550. Buzzbox modem, new, £70. 01-794 1899.

MICRODRIVE ORDER FORM. Why wait? Highest price will secure. Tel: 0293 27018.

MICRODRIVE ORDER FORM for sale, best offer secured. Tel: 0934 812746.

VIC20 + C2N cassette recorder + 32K, switchable Ram + Programmer's Reference Guide + Introduction to Basic Part 1 + Cosmoids, Arcadia and Wacky Waiters, superb condition, 8 months guarantee, £150. Tel: Eastbourne 30733.

COURSES

BASIC PROGRAMMING COURSES

If you are thinking of buying a micro, or have just bought one, why not attend one of our day or evening programming courses?

- * 10 weeks' intensive Basic programming courses.
- * Small classes started every term.
- * 2 evenings or 2 days per week (2½ hours per session).
- * Tuition by experienced, sympathetic teachers.
- * Gains essential experience on our disk based BBC Micros.
- * £170 inclusive of VAT.

O/A Level Computer Studies, City and Guilds 746, ABE and AAT Data Processing and other courses run by

BORLANDS COLLEGE OF COMPUTING

David Game Tutorial College
86 Old Brompton Road
London SW7 3LQ
Tel: 01-584 7580/9097

RECRUITMENT

BICODALS! DO YOU SPEAK MACHINE CODE? THE JOYSTICK JOUSTERS OF

ORION

CHALLENGE YOU TO
SINGE THEIR SILICON WITH YOUR
TURBO-CHARGED GAMES CREATIONS
IMMEDIATE EVALUATION GUARANTEED
SEND YOUR GAMES TO: RON HEYES

ORION

32 AVON TRADING ESTATE
AVONMORE ROAD, LONDON W14
OR TEL: 01-602 7355 (x35)

COMPUTER SWAP

Computer Swap entries are limited to 30 words. Either fill in the accompanying form and send it to Computer Swap, *Popular Computing Weekly*, 12-13 Little Newport Street, London WC2R 3LD or telephone 01-437 4343.

All software offered through computer swap must be in original condition and for private sale only.

Warning: It is illegal to advertise pirated software.

HARDWARE

MAIL ORDER COMPUTERS

SPECTRUM 48K	£115.00
VIC20 3K	£95.00
COMMODORE 64K	£179.00
COMMODORE	
C2N CASSETTE	£35.00
1541 DISK DRIVE	
WITH FREE SOFT	£179.00
1520 PRINTER	
PLOTTER	£129.00

Postage and insurance £5.00 for total purchase, send cheque or PO to:

P. Leigh, Graham Computers, Lloyds Bank Chambers, 841 High Road, North Finchley, LONDON N12 8PT

Send for free catalogue/price list

WANTED

SUNSHINE

is seeking authors for new titles to add to its highly original and successful book range. Experienced and first time authors are invited to submit manuscripts, ideas or fields of interest. Full details of what we can offer from **David Lawrence, Book Editor, Sunshine, 12-13 Little Newport Street, London WC2R 3LD.**

Sunshine: Publishers of Popular Computing and Dragon User

WANTED

Quality Games and utility programs for any Micro. All programs considered. Instant cash plus royalties on all programs accepted with a view to distribution in UK, USA and Europe

Dream Software PO Box 64
Basingstoke, Hants RG21 2AB
Tel: Basingstoke (0256) 25107

WANTED SPECTRUM 48K OR COMMODORE 64, preferably still under guarantee with manuals, joysticks, software if available. Tel: 01-870 7794 after 7 pm.

Computer Swap 01-437 4343

Free readers entries to buy or sell a computer.
Ring 01-437 4343 and give us the details.

Dragons for sale

DRAGON 32 for sale, £100. Plus lots of extras valued at £300 — £125 for the extras, £100 for the computer. Tel: Shoreham by Sea 64572.

DRAGON 32, boxed with leads, over £30 software, magazines, two joysticks, £150; only sold with Computer Dixons tape recorder, £15. Write to: P. Rogers, 6 Lowcroft, Ashurst, Skelmersdale WN8 6TZ.

DRAGON 32 + software and joysticks, 2 months old, £170. Tel: Rainham 56993.

DRAGON 32 with Delta disc drive system, including software and games, £440. Tel: Daniel — Monmouth (0600) 4443.

ORIGINAL DRAGON SOFTWARE, three cartridges plus cassettes worth over £200, will sell together for £50. Ring Bill after 7 pm on 01-854 3350.

DRAGON SOFTWARE including Hires Dasm and Demon cartridges, The Composer, The King and lots of other tapes, all originals for sale at half-price. Tel: John Hall 0282 57057 evenings.

DRAGON 32 game for sale, £5 each, including The King and Frogger. Tel: 01-422 6375 after 4 pm.

DRAGON 32 owner would like to swap or buy demo cartridge or any other defect cartridge for Dragon. Tel: Staines 58707 (after 6 pm).

DRAGON 32 + tape recorder + £50 worth of software, 2 months old, £120. Tel: Paul 01-991 0882 (office hours).

Commodores for sale

VIC20 books + software for sale, offers. Tel: 01-881 2525 after 8 pm (Wood Green) D. Smith.

VIC20 cartridge for sale, Road Race, Jelly Monsters, Super Lander, £5 each. Tel: Portsmouth (0705) 828123.

VIC20 + 16K, C2N + books and software, £100 ono. Sheffield 682155 after 5 pm.

VIC20, cassette, 16K, £30 worth books, over 40 magazines, six cartridges, £150 worth cassette software, joystick, will sell for £180 ono. Tel: Leeds (0532) 772818.

VIC20 + 16K cassette deck, joystick, paddles, many games and mags, £150. Tel: Romford 67307.

COMMODORE 64 software to swap. Titles include: China Minor, Vulcan Control, Kick-off, etc. Tel: 0622 61917 (Maidstone).

VIC20 + 16K Ram pack + C2N cassette recorder and joysticks, plus over £100 games of software, will sell for £170 ono. Tel: 0702 206549.

COMMODORE 3008 cassette recorder, BRS + lots of software, excellent condition, £250. Tel: 0923 81166.

VIC20, cassette unit, joystick, Sargon II, Chess + Programmer's Reference Guide, Innovative Computing, Getting Acquainted with VIC20, Learn Computer Programming with VIC20. Sell for £100. Tel: Wellington 674661.

VIC20 SOFTWARE for sale under £2. Tel: Mark on 01-992 0536.

VIC20 GOODIES: 3 slot, 8K, switchable mother-board, £25; Super Expander £25; Commodore 16K Expansion £35. Tel: 0702 529431.

VIC20 CASSETTE RECORDER, 16K Ram cartridge, super expander graphics cartridge, games software worth £230 + books worth £50. Total system worth £400. For sale at £200 ono. Tel: Mike on 01-485 0556.

CBM "PET" 3032, Masses of software! Business, education, games, stock control, payroll, accounts, etc, etc. Ideal business or pleasure! All as new, £295 onto the lot or will split! 0244 675717.

VIC20 with 8K Ram pack, power supply and leads, £70. Tel: 021 440 2124.

VIC20 + C2N cassette unit, joystick, dust cover, £50 of software + VIC magazines and instruction manual, all boxed as new, £120. Tel: Sammy 01-958 5013 (eves).

For sale

48K LYNX includes manual + demotape, all leads, Nimerons, Master Mine, Power Blaster, Colossal Adventure, NILUG membership + Lynx user mag + progs, all £150 ono. Tel: Portsmouth 0705 388167.

SHARP MZ80B, twin discs, printer, CPM, M. Basic, C Basic, wordstar, supercalc, database, accounts + host of games software, very reliable — offers around £1,400. Tel: 0222 552228.

ORIC 1 48K, 3 months old approx, still under guarantee, various games and books, sell for £120. Tel: Hornchurch 42642, after 4.30 pm.

SINCLAIR ZX 16K Ram pack, £20, Fidelity hi-fi fidelity system with sound boxes, approx 2 months old, sell for £120. Tel: Hornchurch 42642, after 4.30 pm.

BIG TRACK for sale, £17. Tel: 01-452 7545.

COMPUTER SWAP

Please write your copy in capital letters on the lines below.

Name.....

Address

Telephone.....

ORIC 48K with software for sale, £89, or willing to swap for snooker or pool-table (6ft x 3ft with balls). Tel: 01-570 2045.

TEXAS 99/4A with over £200 worth of Texas software (educational and games) plus joysticks etc, all only six months old, £125 or reasonable offer. Ring Watford 20354.

TANDY LION PRINTER IV, good quality, fast thermal printer, Tandy price £400. Offers as new, £95. Elf II computer + party built, giant board, cost £137, sell for £50. Tel: 01-366 1448.

VETREX + SPIKE CARTRIDGE 2 months old, £130 or willing to swap for 48K Spectrum. Tel: Sutton 58163, anytime.

SHARP 711, unused, Zen Editor assembler + Z80 processor books, sell for £220. Tel: 01-504 8107.

TI 99/4 EXTENDED BASIC, speech synth, joysticks, Munchman, Invaders, Football, Grammar, Early Learning Budget Management, Video Games, Cassette Cable, current value £290, all for £100. Write P. Shirley, Edworth Biggleswade, Bedfordshire.

SEKOSHIA GP250X PRINTER, seven months old, hardly used, with BBC lead, £185. Tel: 01-575 1676.

TI99/4A plus leads and extras, as new, boxed, worth £170. Will sell for £100 or swap for disc drive or printer for Commodore 64. Tel: Farnborough, Hants., 511248 anytime.

ARCADE SOFTWARE for ZX Spectrum owners. Pontoon £3, Police Chase £4, Motorway Maniac £3.50, Demon Driver £2.50, Blitz £4. Same day despatch. Please make POs etc payable to Mr G. Barlett, High View, Somerton Hill, Langport, Somerset.

TRS80 SOFTWARE (Level II), 15 molymere cassettes, over 110 programs including Hundred Library, File Handling, Moving Signboard, Microchess, Keyboard Debounce, Tandy Instruction Course, Even Wumpus, say £34 ono, evenings 01-834 5592.

Ataris for sale

ATARI VCS, as new, £35. Tel: 0244 26906 (evenings).

FOR SALE — Atari software, including some latest releases on disc and Rom. All originals, and at less than half-price. Tel: Slough 71392.

ATARI 400/800 SOFTWARE. Star Raiders, Galaxians, Chess, cartridges, Reversi, Poker, Solitaire, Gomoku, Chopitler, SYN Assembler disks. Fastgammon, Snooker/Bil cassettes, Le Stick, Te300, Teleprinter (requires Serial Interface), £140. Split, Chelmsford (0245) 269030.

ATARI 400/800 software, original, mint, bargain, Missile Command, Defender, Star Raider, cartridges, also book and some disc. Tel: 0702 201 637.

BBC WORDWISE Word Processor, Rom plus cassette demo, cost £50, will sell for £25 ono, as new. Tel: evenings (0843) 35461 (Thetanet).

BBC MODEL B high quality software — Fruit Machine, Killer Line, and Code Break, all for only £3.70 (tape), £5 (disc). Rebelsoft, 19 Trelawney Road, Saltash, Cornwall PL4 2DB.

BBC (B) SOFTWARE: Alligata, Bug-Blaster, Red Shift, Apocalypse, Melbourne House Hobbit, Aardvark Zalaga, Acornsoft Starship, Superior Alien Dropout, Quicksilver, Wizard, Virgin Noc-a-Bloc, etc, all originals for half-price. Tel: Bourne End 23544.

ACORN BBC Disk Drive with around £400 of software, good condition, sell for £165, also DFS £55. Tel: 01-574 4122.

ACORN ATOM 12K + 12K + FP complete with leads and manuals, + £120 of Acornsoft software, £100. Hurnbyton (0480) 76397.

Wanted

SWAP 12 DRAGON/TANDY cartridges plus some cassette software for colour TV/monitor or swap for printer. Tel: 01-821 1710 after 8 pm.

SPECTRUM GAMES to exchange. Please send your list of available tapes to exchange. I have over 50 top tapes. 15 Norwood Drive, Brierley, Barnsley S72 9EG.

WANTED. Acorn etechron software, eg, Twin Kingdom Valley, Snapper, Pergi etc, also preferably other Acornsoft cassettes and books or sound graphics, etc. Tel: Richard 051-733 0090 after 4 pm, cannot collect.

MIRCODRIVE ORDER FORM for sale. Any offers? Also some secondhand software, as new, for swap or sale. Tel: 08823 254 at weekend.

SWAP YOUR VIC2 plus C2N and leads plus joystick for my Amstrad tower stack hi-fi system, double cassette, graphic equaliser and much more worth £250. Tel: Woodford 505 8989.

WANTED. Spectrum 48K software, mainly utilities and business, i.e. stock control, swap or buy. Boursaux 9 Rue, M. Regnier, 75015 Paris, France.

SWAP CBM64 Colossal adventure for level 9 or channell 8 adventure. Tel: 0889 270920, after 4.30 pm.

WANTED. Any Commodore 64 or 48K Spectrum with software. Tel: 01-881 2525 (Wood Green) D. Smith, after 8 pm.

VOODOO CASTLE OR PIRATES COVE to swap for either The Count or Mission Impossible, also Panic, Wacky Waiters, Catcha Snatcha, £3 each, 3D Time Trek £4. Tel: Wormley (042 879) 2226.

COMMODORE 64 with/without peripherals. Tel: Chepstow 70942.

WANTED. 48K Spectrum with leads and manuals, perfect condition (no tape recorder needed), willing to pay between £50-£70. Tel: Andy, 958-8643, after 4 pm.

COMMODORE 64 WANTED for around £100. Tel: 021-773 3521.

WANTED. A printer for between £100-£200 or below, write with printout and details to James Main, Chenes House, Top Street, North Wheatley, Retford, Notts. DN22 9DB.

WANTED. Joystick + interface, any make, must be in mint condition, offering 3D Tunnel, Androids Galaxy Attack, Hungry Horace, Intruders, Meteors + Zoom. Write to Derek Scott, 26D Harden Place, Warwick, Roxburghshire.

BBC GAMES FOR SWAP. Paras, Battlezone 2000, Demon Decorator, Hunchback, Attack on Alpha Centauri, Gunsmoke. Tel: Canterbury (0227) 58529.

ZX81s for sale

48K SPECTRUM plus lots of software. Over six months guarantee, £110 ono. Tel: Anil, 01-571 2824.

SPECTRUM 48K, £100; £80 of software, seven books. Offers! Tel: 01-892 8611 after 6 pm (Twickenham).

SPECTRUM SOFTWARE BAR-GAINS: Flight Simulation, Arcadia, Cruising, Orbiter, £3 each or £10 for the lot. First offer accepted. Tel: 01-348 3924.

SPECTRUM SOFTWARE for sale. 16K £2.50, 48K £3.00. Titles include: Alchemist, Push Off, Jetpac, Pst, Cookie, Arcadia Galaxians. Send sale to M. Turley, 50 Athol Street, Middlesbrough, Cleveland TS1 4LB.

ZX81, 16K plus DK-Tronics cased keyboard, 4K graphics Rom, UDG rept. module. All worth £130. Over £100 software. Excellent condition. Sell £85 ono. Tel: Swindon 0793 763247.

48K SPECTRUM plus £300-worth of software, including: Atic Attack, Lunar Jetman, Pst, Trans Am and lots more, £100. Tel: (0924) 274022.

ZX81 ORIGINALS FOR SALE. Football Manager, Galaxians, Othello, Fantasy Games, Backgammon, Games-tape 2, £10 the lot or swap Spectrum games. Barnsley 0226 710119 after 6 pm.

SELL ZX81 GAMES including Pacmen, Invaders, ZX Gulp, Flight Simulation, Mazogs, Super Ghooper, Pst, Frogger, Fantasy Games, QS Scrabble, Invasion Force, £3 each tape (Mazogs £6). Tel: Hornchurch, Essex 42642.

ZX81 16K Ram, Hopper, QS Scramble, 3D Monster, Flight, and ZX Gal. also cassette recorder, neat, bargain for £80 ono. Tel: (0623) 640829 (Mansfield) or will swap for 48K ZX Spectrum.

ZX81 16K, Flexisity keyboard, software plus 14in b/w portable tv. As new condition, £60 ono. Tel: 0742 740208 after 6 pm.

LARGE COLLECTION ZX81 BOOKS, £1.50 each, see list. Machine code test tool, Arctic Chess, Psiion Chess, £2.50 each. Pearson, 52 Stocks Green, Castle Acre, King's Lynn, Norfolk.

ZX81, Basic, leads and accessories, £30 ono. Tel: (0753) 45306.

16K ZX81 and printer plus two books, manual, cassette, leads and games (3D MM etc), £80. Tel: Llanarman-Ynll (082 43) 259.

SPECTRUM 48K, printer, Ferguson cassette, £200 of software, including: Scrabble, Address etc, £200 for the lot, quick sale. Tel: 01-958 7127 after 8 pm.

48K SPECTRUM, amplifier, joysticks, interface, programmable interface, software including: Jetpac, Atic Atac and magazines, £150 or swap for Commodore 64 and tape recorder. Tel: Minsterworth 494, ask for Martyn.

ORIGINAL SPECTRUM SOFTWARE

for sale: Flight Simulation £2.50, Spectrum Computing Nos. 1 and 2 £2 each, Tel: David, Reading (0734) 661401 after 4 pm. Also Horizons for £1.50.

16K ZX81 plus manual, PSU etc. Software worth £80 plus many magazines. Selling for £80 ono. Ideal for beginner. Tel: 01-554 9530 (ring after 4.30 pm).

48K SPECTRUM with £350 of software. Sell for £290 ono. Tel: 01-903 4062 after 5 pm.

SPECTRUM SOFTWARE for sale. One-third of original cost plus 50p p&p: Valhalla, Scrabble, Timegate, Chequered Flag, Arcadia Chess, Hunter-Killer (Protek), Harrier, Monopoly, Android 2, Backgammon and many more. Tel: 0702 617608.

SPECTRUM 48K, six months old, still under guarantee. Eight games including: Manic Miner and Chess, £80 ono. Also 16K ZX81 DK-Tronics keyboard, joystick, lots of software including ZX Compiler, £75 ono. Tel: 01-992 6292.

48K SPECTRUM. Mint condition and software including Alchemist, Snowball, Quill and cassette recorder, worth over £300, sell for £200 or swap for Commodore 64 (plus cassette deck). Tel: 01-421 1108, ask for Simon.

48K SPECTRUM and full size DK-Tronics keyboard and fuller programmable sound generator and joystick interface and £70 of software including Fourth VU-file and assembler plus four books and micro drive order form, £200. Tel: Andrew at Orpington 0689 24745.

SPECTRUM GAMES for sale or swap. Black, Crystal, Football Manager, Trans-Am, Ant Attack. Tel: 01-907 8964.

SPECTRUM SOFTWARE including Lunar, Jet Man, Circus, Scrabble, Psiion and other ultimate games plus Pascal and Forth. Telephone for details, 01-723 9947 after 5 pm. Ask for Peter.

New from SUNSHINE

Master your ZX Microdrive

programs, machine code and networking by Andrew Pennell

Master your ZX Microdrive contains all the information you will ever need to use the ZX Microdrive to the full. Clearly explained, with many examples, it is equally suitable for the relative newcomer to BASIC through to the experienced machine code programmer.

Andrew Pennell has also included a full database file handling program to let you put the ZX Microdrive to practical use with your Sinclair Spectrum.

Look out for the Sunshine range in W.H. Smith's, Boots, John Menzies, other leading retail chains and through our national network of book shops and specialist stores. Dealer Enquiries: 01-437 4343

Please send me

Master your ZX Microdrive at £6.95 each

I enclose cheque/postal order for £ _____ made payable to Sunshine Books: 12/13 Little Newport St., London WC2 3LD.

Or 'phone your order through on Access Mastercard 01-437 4343

Name _____

Address _____

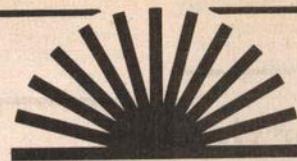
Signature _____

master your
zx microdrive
programs, machine code and networking

Andrew Pennell



ISBN 0 946408 19 X



SUNSHINE

The best books & software for popular home computers

What the reviewers say

* "If you can't write a half-way decent game after reading Dragon 32 Games Master then it will be down to your own lack of imagination. I would recommend the Brain's book as the best of this selection" WHICH MICRO — SEPT '83

* The Working Dragon 32 "It's a good one" PERSONAL COMPUTER NEWS — 20 MAY '83

* "The style of The Working Commodore 64 is easy to follow and informative" PERSONAL COMPUTER NEWS — 18 AUGUST '83

* "Commodore 64 Machine Code Master is a truly useful book for the machine code programmer — and its easy to read as well. It is impossible to overpraise" PERSONAL COMPUTER NEWS — 25 AUGUST '83

* "There clearly is a need for books like The Working Dragon 32 which provides more than just games" PRACTICAL COMPUTING — SEPT '83

* "Blind Alley is simply madly addictive. It is bound to be hugely popular" WHAT MICRO — JULY '83

Books

- The Working Spectrum £5.95 ISBN: 0 946408 00 9
- Spectrum Adventures £5.95 ISBN: 0 946408 07 6
- Spectrum Machine Code Applications £6.95 ISBN: 0 946408 17 3
- The Working Commodore 64 £5.95 ISBN: 0 946408 02 5
- Commodore 64 Machine Code Master £6.95 ISBN: 0 946408 00 X
- Mathematics on the Commodore 64 £5.95 ISBN: 0 946408 14 9
- Commodore 64 Adventures £5.95 ISBN: 0 946408 11 4
- Business Applications for the Commodore 64 £5.95 ISBN: 0 946408 12 2
- Graphic Art for the Commodore 64 £5.95 ISBN: 0 946408 15 7
- Functional Forth for the BBC computer £5.95 ISBN: 0 946408 04 1
- Programming for Education on the BBC computer £5.95 ISBN: 0 946408 10 6
- Graphic Art for the BBC computer £5.95 ISBN: 0 946408 08 4
- DIY Robots and Sensors for the BBC computer £6.95 ISBN: 0 946408 13 0
- The Working Dragon £5.95 ISBN: 0 946408 01 7
- Dragon 32 Gamesmaster £5.95 ISBN: 0 946408 03 3
- The Dragon Trainer £5.95 ISBN: 0 946408 09 2
- Advanced Sound & Graphics for the Dragon £5.95 ISBN: 0 946408 06 8
- Mattel Aquarius Gamesmaster £5.95 ISBN: 0 946408 16 5
- Atari Adventures £5.95 ISBN: 0 946408 18 1
- Master your ZX Microdrive £6.95 ISBN: 0 946408 19 X

Spectrum Software

- Cruising (16K RAM) £4.95 inc VAT
- Blind Alley (16K RAM) £4.95 inc VAT
- Androids (16K RAM) £5.95 inc VAT
- Swordfight (16K RAM) £5.95 inc VAT
- Galaxy Attack (48K RAM) £5.95 inc VAT

Dragon Software

- Cruising £6.95 inc VAT

I enclose a cheque/postal order for £_____ made payable to Sunshine Books, 12/13 Little Newport St., London WC2R 3LD

Name _____

Address _____

Signature _____

Or telephone Access Mastercard on 01-437 4343

Look for the Sunshine magazines!

DRAGON
USER

micro
Adventurer

Commodore
HORIZONS
The independent Commodore magazine

Look out for the Sunshine range in W.H. Smith's, Boots, John Menzies other leading retail chains and through our national network of bookshops and specialist stores.

Dealer enquiries: 01-437 4343

**SUNSHINE**

The best books for the Commodore 64



The Working Commodore 64
A library of practical subroutines and programs.
"The style is easy to follow and informative" — Personal Comp. News August 18th 1983

ISBN: 0 946408 02 5



Commodore 64 Machine Code Master
A library of machine code routines "At last a truly useful book for the machine code programmer — and it's easy to read as well" Popular Comp. News 25 August 1983

ISBN: 0 946408 05 X



Commodore 64 Adventures
A blueprint for the construction and playing of Adventure programs based on a full text Adventure.

ISBN: 0 946408 11 4



Graphic Art for the Commodore 64
How graphics facilities can be fully developed by using Turtle Graphics techniques

ISBN: 0 946408 15 7



Business Applications for the Commodore 64
Learn how to write your own packages

ISBN: 0 946408 12 2



Mathematics on the Commodore 64
Mathematical routines for use in programs

ISBN: 0 946408 14 9

Look out for the Sunshine range in W.H. Smith's, Boots, John Menzies, other leading retail chains and through our national network of book shops and specialist stores.

Dealer Enquiries: 01-437 4343

Please send me

The Working Commodore 64 at £5.95 each
 Commodore 64 Machine Code Master at £6.95 each
 Commodore 64 Adventures at £5.95 each

I enclose cheque/postal order for £_____ made payable to: Sunshine Books: 12/13 Little Newport St., London WC2R 3LD
Or telephone Access Mastercard on 01-437 4343

Name _____

Address _____

Signature _____

We can normally deliver in 4/5 days.

**SUNSHINE**

The best books for the BBC Computer

functional forth
for the BBC computer
Understand your computer through forth



Functional Forth

Boris Allan develops routines in Acorn Soft Worth to demonstrate a) how easy it is to write in Forth and b) that the programs are fast enough to dispense with the need for machine code.

ISBN: 0 946408 04 1



Programming for Education

The book, written by teachers, is aimed at showing younger children how the various features of the BBC Computer can be used to their best advantage.

ISBN: 0 946408 10 6



Graphic Art

The graphics in this book match the style and sophistication of the BBC computer and its Basic language. Boris Allan shows what can be achieved with Turtle graphics.

ISBN: 946408 08 4

DIY Robots and Sensors

Make your own joystick, robot, eye or whatever you like. The book gives you step-by-step instructions on how to construct a wealth of gadgetry for use with your BBC computer (Pub. 28th October). ISBN: 946408 13 0

Look out for the Sunshine range in W.H. Smith's, Boots, John Menzies, other leading retail chains and through our national network of book shops and specialist stores.

Dealer Enquiries: 01-437 4343

Please send me

Functional Forth at £5.95 each
 Graphic Art for BBC Computer at £5.95 each

 DIY Robots & Sensors at £6.95 each

I enclose cheque/postal order for £_____ made payable to: Sunshine Books: 12/13 Little Newport St., London WC2R 3LD

Name _____

Address _____

Signature _____

Programming for Education at £5.95 each
 DIY Robots & Sensors at £6.95 each

Or telephone Access Mastercard on 01-437 4343

NEW RELEASES

BLUFF

Over the Christmas period it's possible some of you indulged in a little bit of gambling (I'm not going to name names) — perhaps at cards.

Well, if you thought it was humiliating being blitzed by a human opponent, try being beaten by a machine. *Brag* for the 48K Spectrum does everything a human adversary would do including bluff, except that it does it better.

Brag is actually one of the most entertaining games I've played in ages, simply because the idea of trying to 'out-psych' ie, bluff, a computer that you have a wonderful hand when in fact it stinks, is so appealing.

The computer doesn't cheat, but you may find it pretty difficult to believe on occasion — my advice would be not to play this game near breakable objects.

Program *Brag*
Price £4.95
Micro Spectrum 48K
Supplier T Lebon Little Brays
Brays Lane
Rochford
Essex SS4 3RP

ROVING EYES



Danger Ranger is a sort of *Manic Miner* for the Dragon 32. The author is Ken Kalish who also wrote *Phantom Slayer* and *Invaders Revenge*.

There are several screens of action as you try to move your hero through the chamber of pasha to the acid chamber, collecting treasure chests as you go.

To leave the first chamber, you must collect 10 keys which are located at the ends of a series of platforms. Attempting to thwart your attempts are floating urns, radioactive bats and roving eyes — these must either be avoided or blasted with your laser.

The joystick is used to make *Danger Ranger* walk left and right or duck and jump. As is common with Microdeal's games, there is a choice of screen colour.

Program *Danger Ranger*
Price £8
Micro Dragon 32
Supplier Microdeal
41 Truro Road
St Austell
Cornwall PL25 5JE

50 SCREENS

Bubble Trouble is an arcade game with definite *Prisoner* overtones, in that the baddies are large balloons that suffocate you on contact.

There, however, the similarity ends. You are a burglar whose aim in life is to steal things — stealing things accumulates points.

Your only defence against the nasty rovers is your fire button which sends them scurrying back to wherever it is that balloons live — the problem is, though, that it only works intermittently, once every 10 seconds in fact.

There are 50 screens of action and a choice of three skill levels. Even the slowest is supposed to be pretty fiendish.

Program *Bubble Trouble*
Price £5.95
Micro Spectrum 48K
Supplier Arcade Software
Technology House
32 Chislehurst Road
Orpington
Kent

HIGH RISE

It may seem a bit surprising, but there are not all that many versions of that old standby *Bomber Run*, also called *Blitz*, on the Commodore 64.

In fact *Bomber Run* by Soft Cell is the first I've seen. It's a version of the one printed in this magazine a few months ago, but now largely converted into machine code and with

other new features.

The idea of the game, simply, is to bomb a space for your aircraft to land in a city of high rise blocks before your fuel runs out — it's a mixture of 'shoot em up' and tactics to score really high points.

Program *Bomber Run*
Price £4.95
Micro Commodore 64
Supplier Softcell
28 Atkinson Drive
Newport IoW

TAKE-OFF

There have been a number of letters recently asking for a *Flight Simulator* for the Vic20 which will run on the unexpanded machine. Given the number of different calculations required to produce a simulation that is even half way reasonable, it seemed unlikely to fit one in 3.5K.

However, *Flight 015* is just that, a game in which you take off, fly and land an aeroplane using 10 instruments.

It's supposed to be a difficult game to master and obviously the graphics have to be limited, but all the control instruments are displayed and the Vic's sound is used to great effect.

Program *Flight Zero One Five*
Price £5.95
Micro Vic20
Supplier AVS
Ferranti House
Grafton Way
Basingstoke
Hampshire RG22 6HY

BIBLE BELT



Jericho Road is a text adventure game based on themes from the Bible. The program is set in southern Israel and you must survive Roman occupation and cope with religious persecution.

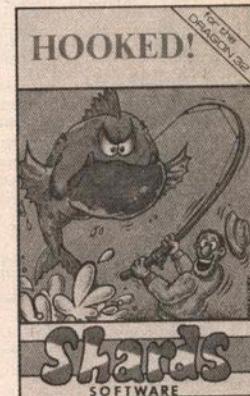
Your task is to undertake a special mission on behalf of the downtrodden minority and help decode an ancient puzzle.

Other than the religious themes the game is basically a standard text adventure. It understands the usual two-word commands like *Go North* or *Get Donkey* (well, it makes a change from *Get Magic Ring*) and there is a Help routine.

There are apparently several ways of accomplishing your objectives, so the game does not provide a *Save* routine. For younger players, there is a slightly simplified version of the game on the same tape.

Program *Jericho Road*
Price £5.95
Micro Spectrum 48K
Supplier Shards Software
189 Eton Road
Ilford
Essex IG1 2UQ

BAITED



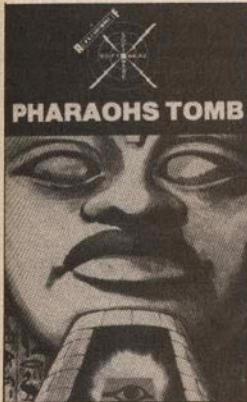
Hooked! is a fishing game for the Dragon 32. You might think that fishing is an unlikely sport to be computerised, its appeal depending, seemingly, on outdoor things like the lap of the water, the cry of the birds, the mustard in the sandwiches, still . . .

Hooked is for one or two players and you must try to catch as many fish as possible by judging the correct positioning and strength for the cast.

Should you actually manage to hook a fish you must then land it, guiding it into the bottom of the landing net. The computer keeps score, allotting points according to the species and weight of each fish caught.

Program Hooked
Price £5.75
Micro Dragon 32
Supplier Shards
 189 Eton Road
 Ilford Road
 Essex IG1 2UQ

ANAGRAMS



Pharaoh's Tomb is an adventure game for the Electron. Your task is to find a Pharaoh's mask and 500 pieces of gold.

Puzzles in the game take the form of anagrams and logical reasoning and the input is mainly by single key presses.

Time is of the essence and if you take too long at any point to open the various doors, nasty mummies and spiders are likely to leap out at you. One of the first adventure games for the new machine.

Program Pharaoh's Tomb
Price £7.90
Micro Electron
Supplier A + F Software
 Unit 8
 Canal Side Industrial
 Estate
 Woodbine Street East
 Rochdale
 Lancashire OL16 5LB

IN TUNE

For a cheap home micro the Oric has pretty good sound, much better than its nearest rival the Spectrum. Despite

this, I have seen very few music editor programs — Composer being one of these few.

The program allows the typing in of three-part music in any key, in 3/4 or 4/4 time up to 80 bars. This music may then be modified in many ways and the music saved on cassette.

The cassette inlay folds out to become an instruction sheet and the program comes with a demo tape of Mozart's *Eine Kleine Nachtmusik* which should soothe the most jagged post-Christmas hangover.

Program Composer
Price £6.50
Micro Oric 1
Supplier Sector 7 Software
 PO Box 8
 Newton Abbot
 Devon
 TQ12 1UE

INGENIOUS

Since I have never been overly impressed with adventures involving magic rings, quests, dwarves, dragons and spells, I am obviously out of touch with the majority of adventure game buyers. Nevertheless, I think that *Dennis Through the Drinking Glass* is the best text adventure I have ever played.

Given the title, one could have been forgiven for thinking that the game consisted of a couple of nice jokes and little more. In fact, it is astonishingly complex and ingeniously planned.

The object of the game is to get Dennis to the Gravediggers Arms, the first task being to get out of number ten without being spotted by Maggie.

Without giving any of the game away, let me just say that I eventually mastered this seemingly simple task after around 10 hours of play. It's reasonably logical in an *Alice in Wonderland* kind of way, but horrendously difficult to figure out.

If anyone else out there is playing Dennis, please send me, in a plain brown envelope, the answers to the following questions: What use is the Lawnmower? Can anything useful be done with the frog? What about the memoires — how do you open them to the correct page?

This could be the place to

start if you want to try a text adventure. One final point, this game was written using the *Quill* from Gilsoft.

Program Dennis through the Drinking Glass
Price £5.50
Micro Spectrum 48K
Supplier Applications
 8 St Pauls Road
 Peterborough PE1 3DW

POACHED

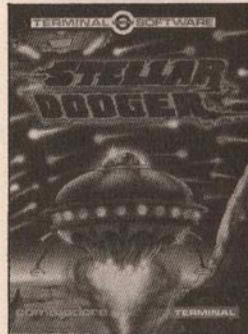
Peaksoft has been providing Dragon software for quite some time now. Its latest release is a machine code arcade game called *Ossie*.

Ossie is an Osprey with a hard life. For one thing, he is responsible for the feeding of five hungry chicks. For another, poachers keep raiding his nest while his back is turned.

Using either keyboard or joystick, you must make *Ossie* dive for his dinner and fight off the poachers by "plastering" them, which is a euphemism for something fairly nasty that doesn't involve lasers.

Program Ossie
Price £6.95
Micro Dragon 32
Supplier Peaksoft
 7 Hawthorn Crescent
 Burton on Trent
 DE15 9QP

VITAL LINK



Terminal Software is building a strong reputation with its Commodore software. The latest release for the Commodore 64 is *Stellar Dodger*.

This is pretty much your standard space game, although very well done. You are, as is often the case, an interstellar shuttle pilot. Your task is to provide the vital link to

your mothership and various supply dumps.

You must not only master docking and landing but also avoid ever-more dense asteroid belts. The game can be played with either joystick or keyboard and will run in demo mode if required.

Program Stella Dodger
Price £7.95
Micro Commodore 64
Supplier Terminal Software
 28 Church Lane
 Prestwich
 Manchester M25 5AJ

GOLD GRABBER



Blowtorch Blaster is the subtle title of a new arcade game from Touchstone Software.

You play a Luke Skywalker type (Handsome Harry) self-confessed "coolest space pilot in the galaxy".

Your only interest in life is money and you accumulate this by grabbing the gold from a series of planets.

As you might expect, this involves a certain amount of landing and taking off — a difficult task made worse still by sulphur storms, energy bolts and lightning.

Program Blowtorch Blaster
Price £5.95
Micro Oric 48K
Supplier Touchstone
 61 Highfield Road
 Salford
 Lincoln

New Releases is designed to let people know what software is coming on to the market. If you have a new game or utility which you are about to release send a copy and accompanying details to: New Releases, Popular Computing Weekly, 12-13 Little Newport Street, London WC2R 3LD.

Top 10

Commodore 64			
1 (1) Frogger	(Interceptor Micro)	1 (1) Martian Attack	(Program Power)
2 (6) King Kong	(Interceptor Micro)	2 (7) Killer Gorilla	(Program Power)
3 (3) Space Man	(Interceptor Micro)	3 (1) White Knight Mk 2	(BBC)
4 (5) Motor Mania	(Audiogenic)	4 (—) Escape From Moonbase Alpha	(Program Power)
5 (—) Lazer Zone 64	(Lamasoft)	5 (—) Hopper	(Acornsoft)
6 (10) Purple Turtles	(Quicksilva)	6 (—) Android Attack	(Computer Concepts)
7 (—) Attack of the Mutant Camels	(Quicksilva)	7 (4) Dr Who — The First Adventure	(BBC)
8 (—) Quintic Warrior	(Quicksilva)	8 (3) Felix and the Fruit Monsters	(Program Power)
9 (4) Hover Bovver	(Lamasoft)	9 (—) Hell Driver	(Program Power)
10 (8) Grid Runner 64	(Lamasoft)	10 (—) Moon Rider	(Program Power)

(Figures compiled by Boots/Webers)

Dragon 32

Dragon 32			
1 (1) Cuthbert in the Mines	(Microdeal)	1 (—) Martian Attack	(Program Power)
2 (9) Frogger	(Microdeal)	2 (7) Killer Gorilla	(Program Power)
3 (7) Mined Out	(Microdeal)	3 (1) White Knight Mk 2	(BBC)
4 (—) Night Flight	(Salamander)	4 (—) Escape From Moonbase Alpha	(Program Power)
5 (2) King Kong	(Microdeal)	5 (—) Hopper	(Acornsoft)
6 (10) Grid Runner	(Salamander)	6 (—) Android Attack	(Computer Concepts)
7 (6) Dragonfly 2	(Hewson)	7 (4) Dr Who — The First Adventure	(BBC)
8 (—) Ring of Darkness	(Wintersoft)	8 (3) Felix and the Fruit Monsters	(Program Power)
9 (—) Talking Android Attack	(Microdeal)	9 (—) Hell Driver	(Program Power)
10 (4) Cuthbert goes Walkabout	(Microdeal)	10 (—) Moon Rider	(Program Power)

(Figures compiled by Boots/Webers)

Vic 20

Vic 20			
1 (3) Arcadia	(Imagine)	1 (1) Alic Atac	(Ultimate)*
2 (4) Wacky Waiters	(Imagine)	2 (2) Lunar Jetman	(Ultimate)*
3 (5) Grid Runner	(Lamasoft)	3 (5) The Pyramid	(Fantasy)*
4 (2) Catcha Snatcha	(Imagine)	4 (—) The Alchemist	(Imagine)*
5 (—) Wizard and the Princess	(Melbourne House)	5 (3) 3D Art Attack	(Melbourne House)*
6 (6) Sky Hawk	(Quicksilva)	6 (—) Predator	(MicroMega)*
7 (—) Space Zone	(Lamasoft)	7 (7) Health Chase	(CDS)*
8 (7) Amok	(Audiogenic)	8 (10) Pool	(Ultimate)*
10 (—) Plague/Alien Demon	(K-Tel)	9 (4) Jet Pac	(Ocean)*

(Figures compiled by Boots/Webers)

ZX81*

ZX81*			
1 (5) QS Scramble	(Quicksilva)	1 (1) Zaxxon	(Datasoft)
2 (1) Defender	(Quicksilva)	2 (3) Enchanter	(Infocom)*
3 (6) Asteroids	(Quicksilva)	3 (—) Choplifter	(Broderbund)*
4 (2) Invaders	(Quicksilva)	4 (—) The Golden Baton	(Channel 8)
5 (4) Chess	(Psion)	5 (2) Zork III	(Infocom)*
6 (8) Space Raiders	(Psion)	6 (6) Firebreath	(BBC)
7 (—) Fantasy Games	(Psion)	7 (7) Space Runner	(Lamasoft)
8 (8) 1C Chocobo	(Artsoft)	8 (—) O'Riley's Mine	(Datasoft)
9 (10) Space Kong	(PSS)	9 (9) Savage Pond	(Starcade)
10 (—) English Literature II	(Sinclair)	10 (4) Preppie	(Adventure International)

*All 16K except where marked. +1K only.

(Figures compiled by Boots/Webers)

Atari

Atari			
1 (1) Zaxxon	(Datasoft)	1 (1) Zaxxon	(Datasoft)
2 (3) Enchanter	(Infocom)	2 (3) Enchanter	(Infocom)
3 (—) Choplifter	(Broderbund)*	3 (—) Choplifter	(Broderbund)*
4 (—) The Golden Baton	(Channel 8)	4 (—) The Golden Baton	(Channel 8)
5 (2) Zork III	(Infocom)*	5 (2) Zork III	(Infocom)*
6 (6) Firebreath	(BBC)	6 (6) Firebreath	(BBC)
7 (7) Space Runner	(Lamasoft)	7 (7) Space Runner	(Lamasoft)
8 (—) O'Riley's Mine	(Datasoft)	8 (—) O'Riley's Mine	(Datasoft)
9 (9) Savage Pond	(Starcade)	9 (9) Savage Pond	(Starcade)
10 (4) Preppie	(Adventure International)	10 (4) Preppie	(Adventure International)

(Figures compiled by Calisto Computers, Birmingham 021-632 6458)

Top 10

BBC*

BBC*			
1 (—) Martian Attack	(Program Power)	1 (—) Martian Attack	(Program Power)
2 (7) Killer Gorilla	(Program Power)	2 (7) Killer Gorilla	(Program Power)
3 (1) White Knight Mk 2	(BBC)	3 (1) White Knight Mk 2	(BBC)
4 (—) Escape From Moonbase Alpha	(Program Power)	4 (—) Escape From Moonbase Alpha	(Program Power)
5 (—) Hopper	(Acornsoft)	5 (—) Hopper	(Acornsoft)
6 (—) Android Attack	(Computer Concepts)	6 (—) Android Attack	(Computer Concepts)
7 (4) Dr Who — The First Adventure	(BBC)	7 (4) Dr Who — The First Adventure	(BBC)
8 (3) Felix and the Fruit Monsters	(Program Power)	8 (3) Felix and the Fruit Monsters	(Program Power)
9 (—) Hell Driver	(Program Power)	9 (—) Hell Driver	(Program Power)
10 (—) Moon Rider	(Program Power)	10 (—) Moon Rider	(Program Power)

*All Model B only.

(Figures compiled by Micro Management, Ipswich 0473 59181)

Spectrum

Spectrum			
1 (1) Alic Atac	(Ultimate)*	1 (1) Alic Atac	(Ultimate)*
2 (2) Lunar Jetman	(Ultimate)*	2 (2) Lunar Jetman	(Ultimate)*
3 (5) The Pyramid	(Fantasy)*	3 (5) The Pyramid	(Fantasy)*
4 (—) The Alchemist	(Imagine)*	4 (—) The Alchemist	(Imagine)*
5 (3) 3D Art Attack	(Melbourne House)*	5 (3) 3D Art Attack	(Melbourne House)*
6 (—) Predator	(MicroMega)*	6 (—) Predator	(MicroMega)*
7 (7) Health Chase	(CDS)*	7 (7) Health Chase	(CDS)*
8 (10) Pool	(Ultimate)*	8 (10) Pool	(Ultimate)*
9 (4) Jet Pac	(Ocean)*	9 (4) Jet Pac	(Ocean)*

*Requires 48K.

(Figures compiled by W H Smith and Son, London)

Book Ends



MICRO GUIDE

As a general guide for people interested in the general concepts behind, and uses for, computers, rather than specific programming information, *The Penguin Computing Book* looks one of the best of its kind.

Whilst covering the usual areas of history of computers, computer languages, etc, and explaining the principles behind semi-conductors and the ubiquitous silicon chip, it also delves into some unexpected and fascinating additional areas.

There are substantial sections on the actual logic of artificial intelligence and analysis of the reasoning used in games like chess — all surprisingly clearly explained.

Other sections explain how expert systems have developed from the idea of knowledge databases. One of very few general computer books that could equally well be read by programming experts.

Book *The Penguin Computing Book*

Price £5.95

Micro General

Supplier Penguin Books

536 Kings Road

London SW10 0UH

STEP BY STEP

For some reason, at least 50 percent of the books that arrive in this office are for either the BBC or the Electron — doubtless this fact is full of sociological significance.

Step by Step Basic is no exception in that, on my copy at least, it appears to devote itself to the BBC and the Electron.

Certainly, if you go into any book store you will find that BBC books are usually outweighed by Commodore and Spectrum volumes.

The book itself looks good, covering BBC Basic pretty thoroughly in a number of delineated sections — input, procedures, strings and so on are all explained with examples.

Is it my imagination or is there something about the BBC that brings out the schoolmaster (or mistress) in people? For, as in this case, books on the micro tend to end their chapters with tests on what you've learnt so far — doubtless very useful though.

Books *Step by Step Basic*

Price £5.95

Micro BBC/Electron

Supplier Lifelong Learning

55 Milton Road

Cambridge CB4 1XA

This Week

Program	Type	Micro	Price	Supplier	Personal Reminder	Ut	Spectrum	£3.95	SD Micro Systems
1994	Ad	Spectrum	£9.95	Visions	Pieday	Arc	Spectrum	£6.00	Automata
Address File	Ut	Spectrum	£3.95	SD Micro Systems	Pinball & Cubits	S	Texas T199/4a	£4.95	Lizard
Advance to Mayfair	S	Spectrum	£6.00	Assassin	Play for Planets	S	Spectrum	£4.95	Sugar Loaf
Alchemist	Ad	Spectrum	£5.50	Imagine	Postman's Knock	Arc	Texas T199/4a	£4.95	Lizard
Arcturus	S	Spectrum	£6.96	Visions	Pro Copy 700	Ut	Sharp MZ 700	£10.00	David Computer
Armageddon	S	Commodore 64	£9.95	Visions	Pro Copy A	Ut	Sharp MZ 80A	£10.00	David Computer
Banana Drama	S	Commodore 64	£9.95	Visions	Rapedes	Arc	Spectrum	£5.95	Visions
Bank Account	Ut	Spectrum	£5.95	SD Micro Systems	Shopping List	Ut	Spectrum	£3.95	SD Micro Systems
Bank Verifier	Ut	Spectrum	£5.95	SD Micro Systems	Space Mission	Arc	BBC B	£2.99	Compusoft
Central Heating	Ut	Dragon/BBC B	£7.00	Torwood Education	Simulation		Sharp MZ 700,	£4.00	David Computer
Cymraeg Compiler	Ut	Sharp MZ 700	£14.00	David Computer	Spooks	Arc	80A/K		
Dare Devil Dennis	Arc	BBC B/Electron	£7.95	Visions	Sprite Magic	Ut	Dragon	£17.25	Merlin
Datafile	Ut	Dragon 32	£10.95	Datafile	Star Warrior	Arc	Spectrum	£6.95	Visions
Doomsday Castle	Arc	Spectrum	£6.50	Fantasy	Starship	Arc	Ori	£6.50	Sector 7
Games Designer	Ut	Vic20	£9.95	Galactic	Stonkers	S	Spectrum	£5.50	Imagine
General File	Ut	Spectrum	£5.00	SD Micro Systems	Storekeeper	Ut	Sharp MZ 700,	£10.00	David Computer
Home Computer Pack	Ut	Spectrum	£5.95	SD Micro Systems	Shrap	80A/K			
Humpty Dumpty	Ed	Spectrum	£6.25	Widgit	Tense French	Ed	BBC B	£8.65	Sulis
Hunchback	Arc	Commodore 64	£6.90	Ocean	The Last Jedi	Ad	Spectrum	£4.00	Miles Gregory
List File	Ut	Spectrum	£3.95	SD Micro Systems	The Pen and the Dark	Ad	Spectrum/	£9.95	Mosaic
Liverpool	S	Atari	£8.45	Corbisley	Usurper	Ad	Spectrum	£6.00	Assassin
Logo Art	Ut	Dragon 32	£6.95	Nobby	Utility File	Ut	Spectrum	£7.95	SD Micro Systems
Lords of Time	Ad	BBC B	£9.90	Level 9	Vectors	Ed	Electron	£24.95	Salamander
Maths & Physics	Ed	Sharp MZ 700, 80A/K	£6.00	David Computer	Winged Warlords	Ad	Spectrum	£5.95	CDS
Moonraker	S	Spectrum	£6.00	Assassin					
My Secret File	Ut	Spectrum / Commodore	£9.95	Mosaic					
Next War	S	Spectrum	£6.00	Assassin					
Nightflight II	S	Spectrum	£9.95	Hewson					
Pagepro System	Ut	Spectrum	£5.95	SD Micro Systems					
Paintbox	Ut	Spectrum	£7.50	Print'n' Plotter					
Paratroopers	Arc	Spectrum/Arc/ CBM64	£5.99	Rabbit					
Pengi	Arc	BBC B	£7.95	Visions					

Key: Ad — adventure/Arc — arcade/Ed — education/S — strategy-simulation/Ut — utility

This Week is a new section that covers all the new software coming on to the home micro market each week. All suppliers should send details of their new programs to: This Week, Popular Computing Weekly, 12-13 Little Newport Street, London WC2R 3LD.

Ziggurat



Dull as ditchwater

I have just attended what I am sure will be the last of the big microcomputer shows — the *Your Computer Xmas Fair*.

The decline of The Big Fair was beginning to be felt round about the time of the *Midlands Computer Fair*, early this summer, but the clearest indication was the *Personal Computer World Show* in September. It was at this show that the crowds really began to vote with their feet, and stayed away. It was also at the *PCW* show that exhibitors began to weigh up the cost of coming to the shows in terms of what they actually got out of the whole affair.

In a rather simple-minded manner, exhibition organisers seemed to think that the computer-using public was a never-ending source of shekels. The organisers also seemed to think that the computer exhibitor was willing to continue paying out for the privilege of exhibiting, at increasing rates.

By the time of the *Northern Computer Fair* at Manchester, the cost of entry for an adult was £3, and the price for a child was £2.00. The costs of stalls for exhibitors had also increased at a corresponding rate.

Many of the "big" names in computing were absent and the crowds had diminished — the bubble had truly burst.

The *Personal Computer World Show* was not a flop as such, but it was not as successful as had been promised. What happened was that organisers and exhibitors had begun to believe their own propaganda. They somehow felt that the "micro boom" was not like other booms, they saw it as having some charmed existence.

It has not.

I am in love with computers and computing because of what I can achieve through computers. A good friend of mine, an artist, has recently bought a BBC Model B, and he thinks that programming is more creative than painting. I agree with my friend, and that is why I find computing so engrossing.

All that most exhibitions seem to offer is a chance for young people to play games. That which is of deeper interest is almost nil.

Now, if a person wishes to play computer games, they go to any of the high street stores, and play the games there. There are still black spots — I heard in one shop "Oh, I am sorry you can't try that game out, it takes up too much time" — not, I hasten to add, one of the larger chains.

If people want to play games without paying, they go to retailers: considerably cheaper than most of the "big" computer exhibitions. With many of the larger software houses not exhibiting at shows, and larger retailers not bothering, why should the public bother? For those of us interested in the more creative aspects of computers, most shows have nothing to offer. And so to the *Your Computer Xmas Fair* at Wembley.

Going round, talking to people, both those attending and those exhibiting, there was the very strong feeling of "Never again". Many of the exhibitors had decided in future to attend only one or two shows a year, and those were shows mainly for the trade.

Talking to one exhibitor, he made two very telling comments. First, "They're mainly kids, and they're not buying". The second telling comment was concerned with whether a game he was writing could be called a similar name to the arcade game he was copying. I suggested that the safest way out was to design a totally new game, "But it's so difficult to think of new ideas," he protested.

Could it be, we ask ourselves, that the reason that kids were playing and not buying was that so many games these days seem to be no more than old wine in new bottles?

Could it be that people are staying away because shows are, now, dull as ditchwater? ■

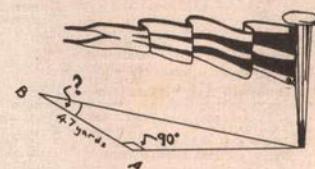
Boris Allen

Puzzle

Ground work

Puzzle No 80

The boys at Greyfriars School recently had to map out the school grounds. As shown in the diagram, they marked out a base line on the ground exactly 47 yards in length.



Using a theodolite, they took the bearing of the school flagpole from point A, which was found to be at exactly right angles to the base line. Moving to point B, by taking a second bearing, they were able to calculate the distance of the flagpole from both ends of the base line.

Curiously, both these distances were found to be an exact number of yards in length.

What was the bearing, in degrees, of the flagpole from point B?

Solution to Puzzle No 85

The following program tests all numbers from 100 to 999 to see if the sum of the first power of the first digit, the second power of the second digit and the third power of the third digit is equal to that number.

```
10 FOR N = 100 TO 999
20 LET NS = STRS N
30 LET T = VAL NS(1) + VAL NS(2) * VAL NS(2) +
VAL NS(3) * VAL NS(3) + VAL NS(3)
40 IF T = N THEN PRINT N
50 NEXT N
```

This reveals that, apart from 175, there are three other three-digit numbers with this property: 135, 518 and 598.

Winner of Puzzle No 85

The winner is: P Jordan, Kingshurst, Birmingham, who receives £10.





A PUBLIC STATEMENT FROM AUTOMATA

WITHOUT PREJUDICE :-

At time of writing, the case of AUTOMATA U.K. LTD. versus WADDINGTONS GAMES LTD. (see Popular Computing Weekly Dec. 22nd 1983) is unresolved, regarding our computer game "GO TO JAIL". We hereby declare that "GO TO JAIL" for 48K Spectrum, is back on the market, in brand new packaging & reformatted loader display, at £6. We apologise to anyone awaiting copies. Whilst Waddington's Injunction that was threatened for Dec. 16th 1983, was withdrawn, this important Test Case is still due to come before the High Court in the near future. AUTOMATA publicly thanks the following Companies and Individuals for their solidarity in helping us fight for the rights of the Software Industry, and for putting their money where their mouth is. We hope 1984 continues to be the Year of Cooperation within the Industry. We will announce the outcome of this legal battle as soon as it has been resolved.

MANY THANKS TO:

Tansoft, PSS Software, Fox Electronics, M.C. Lothlorien, P. Podrio, Dominic Sparks, Michael Bere, Adam Hulbert, CDS Microsystems, Shards Software, Lee Spencer, Artic, I. Greeves, Prentice Hall, Spectadraw, Paul Goggin, Tim Wreford, Phillip Bragg, Greg Jewell, D. Malsey, Temptation Software, M. Davies, Britannia Software, IMS Software, Salamander Software, DK Tronics, R & Software, Bug-Byte, A & F, Mark Tilson, David Stevens, Microgen, Your Computer, MR83, Rabbit Software, JD Tronics, Mogul, Dangerous Dave, Xavier Wierdo, Mark & Ruth Allen, Lance Suchard, Crystal Computing, CRL, Mine of Information, Computasolve, Boris Allen, The Staines & Stanwell Computer Club, J. Bowers, Paul Laird, D. Barnett, Malcolm Jarvis, Computer Choice, David Lawrence, Simon Shoester, AH Software, Pac-Man, Paul Cooper, Silversoft, J. Goldberg, J. Rowe, J. Sherman, Mike O'Sullivan, Microchip Micky, Micromania, S. Shooter, special thanks to Nigel Backhurst: the Computer Trade Association.

THE PIMAN'S MAD BINGE HAS TAKEN HIM FROM FASHIONABLE NIGHT-LIFE SOCIETY THROUGH SKID ROW TO THE GUTTER, AND NOW RIGHT DOWN THE DRAIN... AND EVEN THE SEWER RATS AVOID HIM!

